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MARIO KART Double Dash!!

PRIMA'S OFFICIAL STRATEGY GUIDE

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INTRODUCTION

Start Your Engines!

Welcome to the new racing season in the Mushroom Kingdom! Competitors have traveled from afar to be part of this rip-roaring, fuel-injected, powersliding, kart-jostling tour of the kingdom's most intense and spectacular courses.

Lakitu and the competition organizers have spiced things up a bit. Racers came expecting a fast and frantic fracas, but this event has new rules. The Mushroom Kingdom's finest can put aside their personal differences, partner with whomever they like, and ride tandem in a two-character kart-racing bonanza, the likes of which has never before been seen!

Put your plumber-hating rivalry aside, Bowser! Leave that cash-hunting attitude at the door, Wario! We have some serious racing to do to see which dynamic duo gets the honor of hoisting the five Gold Cups awarded in this competition. These superstars need a combination of rock-steady racing and luck to be crowned the Mushroom Kingdom's premiere driving champions!

TRAINING: MARIO'S DRIVING SCHOOL

A Quick Pit Stop

Mario Kart: Double Dash!! Prima's Official Strategy Guide has masses of information about the seminal racing experience, including charts, racing lines, and checklists to boggle your mind!

Caution! Spoilers Ahead!

This game has some secret tracks and hidden goodies. For the sake of completeness, and to assure that you post the best times, we reveal all the game's secrets, throughout the guide. Read beyond section two only if you want and can handle this information. You have been warned!

Guide at a Glance

INTRODUCTION AND TRAINING

The "Training" section covers the basics of setting up games, turning, reversing, drifting, and power-sliding, and offers some driving tips. It's a perfect complement to the Instruction Manual, which you should read first.

POWER UPS AND PROJECTILES

This section details all the items, objects, and weapons you can snag during the Grand Prix, Versus, and Battle modes of play, and the best times to use the items. It even has a comprehensive list of each character's special attack and what other special to combine it with.

KARTS AND KARTERS

Check out this section to find out who from the Mushroom Kingdom is vying for the Gold Cups. Also revealed are the specifications of all 21 karts—including the secret ones—and how each handles. We show you every possible combination of driver, passenger, and kart—more than 2,750 groupings!

DOUBLE DASH!! DRIVETHROUGH

The meat of the guide offers complete strategies for the game's 16 courses. We give you a map that shows the preferred racing line (including where you should powerslide and boost), locations of all Item Boxes, and all waypoints so you know exactly where you are. We include specific strategies for Time Trials, Grand Prix, Versus, and Mirror modes. Staff Ghosts are revealed, too!

KART IN THE ACTION: BATTLE MODE!

If you want to do more bashing than dashing, play the Battle mode—and what better introduction to this crazy part of the game than this section. It gives you a look around all six Battle mode stages, strategies for all three Battle modes, and tips on hammering your opponents. We've even thrown in maps showing where all the Item Boxes and Shines are!

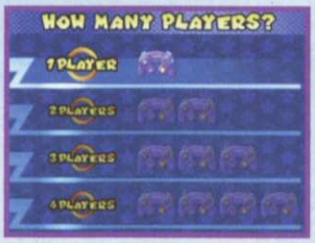
SUPER MARIO MADNESS: GAME SECRETS AND CHECKLISTS

Now don't tell anyone, but we've unlocked a load of game secrets—including all the character taunts! More important, this section shows how to access all the secret Cups, tracks, characters, and karts. It even tells you all the Time Trials track times you must beat to unlock the Staff Ghosts—and it's all in one handy place! Don't flip to this section unless you really want the game revealed!

A License to Kart

When you've finished watching the loony racing antics of the introduction, you are presented with the main menu screen. This screen has two versions. Press START, and you can choose one of four options: "Start Game," "Records," "Options," or "LAN Mode" (this last option appears only if you have a broadband adapter and a transfer cable linking to a second Nintendo GameCube™ or a hub).

Start Game Options



Choose "Start Game," and you're presented with four choices, depending on how many Nintendo GameCube™ Controllers (one to four) you have plugged into your console. Choose "One Player," and you can play through on Grand Prix mode (or Time Trials mode).

If you have two Controllers plugged into your Nintendo GameCube™, choose first whether you want Player 1 (P1) to play against Player 2 (P2), or the two to play as a team. This allows you to play Versus or Co-op modes. If you have three Controllers plugged in, you can choose P1 vs. P2 vs. P3, or P1 and P2 vs. P3. With four Controllers, you can choose P1 vs. P2 vs. P3 vs. P4, P1 and P2 vs. P3 and P4, or P1 and P2 vs. P3 vs. P4. Remember: If you're paired, you're playing Co-op.

After you've decided who is playing this game, choose among the game modes. Your choices are Time Trials, Grand Prix, Versus, and Battle.

Player Setup	Game Modes to Choose From
One: P1	Grand Prix, Time Trials
Two: P1 vs. P2	Grand Prix, Versus, Battle
Two: P1 and P2	Grand Prix
Three: P1 vs. P2 vs. P3	Versus, Battle
Three: P1 and P2 vs. P3	Grand Prix, Versus, Battle

Player Setup	Game Modes to Choose From
Four: P1 vs. P2 vs. P3 vs. P4	Versus, Battle
Four: P1 and P2 vs. P3 and P4	Grand Prix, Versus, Battle
Four: P1 and P2 vs. P3 vs. P4	Versus, Battle

When you've decided what mode you want, go to the Character Combination Selection screen and pick the characters and kart you want to use in the race. For details on the choices, check out the "Karts and Karters" section. Then start your race!

TIME TRIALS (ONE PLAYER ONLY)

Time Trials pits you against a course of your choice. Your goals are to score the best lap and the best overall time. If you score well enough, your name and portraits of your characters and kart are displayed in the Records area of the Options screen. Complete a course fast enough, and you unlock the super-secret Staff Ghost, a professional Nintendo player's personal best race. Beat this and you're a true champion! Find more information on the Time Trials mode in the "Drivethrough" section.

GRAND PRIX (ONE, TWO, THREE, FOUR PLAYERS)

The Grand Prix pits you against seven other players (up to three can be human). The winner is the one who finishes first after the allotted number of laps. Item Boxes contain weapons and power ups to help or hinder your progress. After each race, you're awarded points based on your finish position. The points are shown in the table below:

Placing	Points
First	10
Second	8
Third	6
Fourth	4
Fifth	3
Sixth	2
Seventh	1
Eighth	0

In Grand Prix mode, you can pick from one of three Cups (four or five if you've unlocked the final Cup). Each Cup Tour consists of four races, and points are awarded at the end of each race. The Gold Cup winner has the highest overall score (a maximum of 40 points). The only exception is the All Cup, in which you race all 16 courses in every Cup in random order. The winner of this Cup receives a maximum of 160 points. Here's how the Cups break down:

MUSHROOM CUP

- Luigi Circuit
- Peach Beach
- Baby Park
- Dry Dry Desert

FLOWER CUP

- Mushroom Bridge
- Mario Circuit
- Daisy Cruiser
- Waluigi Stadium

STAR CUP

- Sherbert Land
- Mushroom City
- Yoshi Circuit
- DK Mountain

SPECIAL CUP

- Wario Coliseum
- Dino Dino Jungle
- Bowser's Castle
- Rainbow Road

ALL CUP

- Mushroom Cup Courses
- Flower Cup Courses
- Star Cup Courses
- Special Cup Courses

VERSUS (TWO, THREE, FOUR PLAYERS)

Versus mode pits you against other human players, whether you're playing cooperatively with a friend against one or two others, or having a two-, three-, or four-way blast for a fine victory! In this mode, placing first is still important, because the game keeps tabs of how many races you win, but there's more time to slow down and ambush opponents. Check the drivethrough for the best places to do this. After each course, you have the option of saving your attempt as a "Ghost" onto a Memory Card. Each "Ghost" holds 5 blocks on your Memory Card. Memory Card 59 holds 11 "Ghosts," and Memory Card 251 holds 50 "Ghosts." Otherwise, an unsaved Ghost appears from your fastest attempt, until you switch off your Nintendo GameCube™.

BATTLE (TWO, THREE, FOUR PLAYERS)

If you choose Battle mode, you pick your characters, then a game type: Balloon Battle, Shine Thief, or Bob-Omb Blast. These are all shown in detail in the "Battle Mode" section. Then you choose an arena. Four are available to start, and two more are hidden. Here's a list of them:

BATTLE MODE

- Cookie Land
- Nintendo GameCube™
- Block City
- Pipe Plaza
- Luigi's Mansion™
- Tilt-A-Kart

Check your Instruction Manual for more details on the Controller setup. These show what all the Buttons and Control Sticks do on your Controller in single games, or in Co-op games.

The Records

On this screen you can view all the Cup information from the Grand Prix mode, and the best lap and course times in Time Trials mode.

Grand Prix records show the type of Cup, the speed (50cc, 100cc, 150cc, or Mirror), whether you've won a gold, silver, or bronze cup, your total time, your total points, the characters and kart you used, and your name for each speed.

Time Trials records show each course individually, so there are 16 screens. The five best times are posted, along with the characters and kart you used, and your name. Your fastest lap and the characters, kart, and name used are also shown.

Options

Choose this to fiddle with all your game settings.

SOUND: Choose from "Stereo" (default), "Surround" (if you have a Dolby 5.1 set-up), or "Mono" (if you have one sound channel). The best is "Surround," because you can hear opponents or shells coming up behind you.

MUSIC VOLUME: Crank it up, or drop it low.

RUMBLE: Set this feature on or off.

TIME TRIALS GHOST: When you finish with a fast time in TT mode, you race against a Ghost of this time when you play again (this information isn't saved unless you have a Memory Card, and saved when prompted). The Ghost disappears if you select "off."

VS. ITEM BOX: Change the goodies in the Item Boxes in Versus mode only. Choose from "Recommended" (all items), "Basic" (Mushrooms, Shells, Bananas, etc.), "Frantic" (Specials, Lightning, Stars, etc.), or "None" (to prove true racing skill).

VS. LAPS: Tweak the number of laps per circuit in Versus mode; from "Recommended" (the usual laps in Grand Prix mode), or any number from one through nine.

LAN Play

If you have two or more Nintendo GameCube™ systems and want to link them together to play some awesome multi-player games, then enter this screen. From here, switch on all the other Nintendo GameCube™ systems you have connected, enter LAN mode on them, connect, and wait for the number to start counting down from around 180. This continues until all Nintendo GameCube™ systems have been found.

SETTING UP FOR LAN PLAY

LAN means Local Area Network. You need one of these to link up your Nintendo GameCube™ systems.

TWO-NINTENDO GAMECUBE™ SYSTEMS LAN SETUP

To hook up two Nintendo GameCube™ systems, you need the following:

- **Two Nintendo GameCube™ systems**
- **Two televisions**
- **Two copies of Mario Kart: Double Dash!!**
- **Two Nintendo GameCube™ systems broadband adapters**
- **One Ethernet cable**

Follow the instructions in the manual and broadband manual. Connect all of these and you're good to go!

THREE- TO EIGHT-NINTENDO GAMECUBE™ SYSTEMS LAN SETUP

To set up three to eight Nintendo GameCube™ systems, you need the following setup (for some items, you need as many of each as you have Nintendo GameCube™ systems):

- **Three to eight Nintendo GameCube™ systems**
- **Three to eight televisions**
- **Three to eight copies of Mario Kart: Double Dash!!**
- **One Nintendo GameCube™ broadband adapter for each Nintendo GameCube™ system**

SETTING UP FOR LAN PLAY (CONTINUED)

- **One Ethernet cable for each Nintendo GameCube™**
- **One Ethernet router**

Again, your favorite computer shop can provide you with a router. Make sure it has an adequate number of access points (ports to plug your Ethernet cables into). A router with only four ports won't handle eight Nintendo GameCube™ systems. You *don't* need access to the Internet. This setup is strictly between your Nintendo GameCube™ systems.

Note that up to 16 players can play at once (up to four per screen on four Nintendo GameCube™ systems, or two per screen on eight Nintendo GameCube™ systems playing Co-op Versus Play). Once you've fiddled with the options, the game begins! This works just like a regular multiplayer game, except all characters and karts are randomly selected for you. Try it! It's awesome!

Check all the options by entering "Select Mode," because there's more to LAN mode than Versus play! The LAN Options are listed below:

GAME MODE: Choose from Versus, Balloon Battle, or Shine Thief. Battle mode antics are just as fun in full screen!

ENGINE SIZE: Versus mode only. Choose from 50cc, 100cc, 150cc, and Mirror mode.

LAPS: Versus mode only. Tweak the number of laps per circuit, from "Recommended" (the usual laps in Grand Prix mode), to any number from one through nine.

COURSE ORDER: Versus mode only. This selects the courses you wish to play. Choose from "All Courses" (each course in order), "Mushroom, Flower, Star, or Special Cup" (one course picked at random, then another from that Cup), "Random" (a course chosen at random), or "1 Course Only."

SELECT COURSE: Versus mode only. This is available only when you select "1 Course Only" from the Course Order option. Pick any of the 16 courses you want.

CO-OP PLAY: Switch to "on" if you want to get double the players, up to 16.

SCREEN DIVISION: Divide your screen into halves or quarters, depending on the number of players you have.

Racing Fundamentals

Having learned the dizzying array of options you can choose before a game begins, you'd better learn how to drive that kart.

Let's Look at Lakitu

Lakitu is one important turtle! First, he counts down the lights for the start of every race. This is the clue to getting a turbo start. Press your accelerator (A Button) as soon as Lakitu throws down his countdown hand for the third time, an instant before the lights turn green.

Lakitu also shows you what lap you're on after you pass the finish line.

If you're going the wrong way down a course, Lakitu appears with a U-turn sign. Unless you're setting up an ambush or exploring, turn around and go the other way.

Finally, Lakitu helps you if you fall off the side of the track. Thanks, Lakitu!

The Turbo Start

Press and hold the A Button the instant Lakitu counts the third arm swing down, a millisecond before the start, and you do a turbo (screen #3). If you press too early, you stall and sit at the back of the pack (screen #1). Too late (screen #2), and you accelerate normally. You need the turbo start to boost instantly to top speed.

Turbo boost when Lakitu recovers you from a fall, accelerating forward at maximum speed.

Acceleration

When you're not boosting (via Mushrooms, drifting, or a turbo start), you spend most of your time accelerating. Hold down the A Button and your speed creeps to around 55 mph. Turbo speed is 70 mph, so boost as much as you can.

Stop and Reverse

Use the B Button to brake. Hold the B Button and you slowly move backward.

Corner Turn

The first few times you play this game, you'll likely use ← or → to turn a corner, as shown above. You slow down, slowly maneuver around the turn, then accelerate out of it. This is okay for beginners, but a better way of cornering is the powerslide.

Doughnuts

To do a doughnut, begin a turn (← or →) in a wide part of the track. Tap either the L or R Button to start to skid, then press the Control Stick ↙ or ↘ to doughnut. This is great fun and lets you wait for an opponent while keeping your speed.

Skidding or Powersliding

When you powerslide around a corner, you'll see sparks coming out of your rear tires. That's what you're aiming for: Blue sparks while you're skidding mean a blue-powerslide!

YELLOW-, ORANGE-, AND BLUE-POWERSLIDING

The Baby Park corner or the one in Luigi Circuit are great places to test powersliding. Press and hold the L or R Button (it doesn't matter which, as they aren't tied to a direction), then start to turn with ← (for a left powerslide) or → (for a right).

Keep pressing the L or R Button to maintain the powerslide. If you let go, you slow down a little, wobble, and continue straight or execute a regular corner. With the L or R Button pressed, and ← or → held, flick the Control Stick to the middle, then back in the direction of your corner. The sparks on the kart wheels turn orange! You're traveling at your maximum normal speed.

Still holding the L or R Button, and ← or →, flick the Control Stick again in the direction you're cornering. The sparks on the tires turn from orange to blue! This is the optimum racing position; try to make your kart produce blue sparks around every bend. You'll be traveling about 1 mph faster than your normal maximum.

NOTE

Co-op mode means incredible powersliding! As the driver starts a turn, the passenger flicks the Control Stick twice to blue-powerslide almost instantly! It takes longer if you're playing single since you're not cornering for the split-second the Control Stick is flicked to the middle. Try it!

BOOSTING

The payoff for a blue-powerslide is the boost. As soon as you finish a blue-powerslide and let go of the L or R Button, your kart makes a tiny boost forward, increasing your speed to 70 mph (the same as using a Mushroom). This short-lived boost is the key to catching up with enemies, getting the best time, and zooming around courses professionally. Learn it!

The other way to boost is by running over rainbow-colored speed strips or pads. These automatically give you a 70 mph burst of speed. Yes, you can powerslide while boosting, too, but the advantage is lost if you boost while the speed strip is still working, so wait until its effect subsides.

Drifting

Perfected the powerslide? Excellent! Now try drifting. The sequence of screens above shows a classic benefit of drifting—you can tear around corners, straights, and subsequent corners without coming out of a powerslide. Drifting, powersliding, and alternating between the two is key to avoiding strewn obstacles while staying at speed. Start a regular powerslide, and flick until your sparks are blue (screen #1). Take the corner as you would on a regular powerslide (screen #2). If you continue to turn left, you hit the middle of the left wall in the corridor ahead (screen #3). Instead, keep powersliding, but instead of turning left (←), turn right instead (→). You skid sideways along in the racing line you were in. Your kart points to one side, rather than in the direction you're headed. At the end of the corner, finish the elongated powerslide by flicking a again, boosting out of the slide (screen #4). This is the most important maneuver in the game.

The Racing Line

You run across this term a lot in the "Drivethrough" section. A racing line is the shortest distance around a track. For example, instead of zigzagging around an S-bend, it is quicker to plow through the middle of the course. On a long corner, the shortest distance is on the inside of the course, rather than the middle or outer edge. Always look down the course, think one turn ahead, and position your

kart where it's most advantageous to take the next corner.

Ramped Jumps

Check out Donkey and Diddy Kong flying through the air (above), and notice the position of the kart in each example. You can tip the kart forward with ↑ (screen #1), keep it stationary (screen #2), or pull the kart back with ↓ (screen #3) while you're landing from a jump. In Time Trials, it is advantageous to tip the kart forward, because it lands faster. You only want hang time in the air if someone left a nasty obstacle where you usually land. Tilt the cart back, and glide over it.

Spinning or Somersaulting

Karters may spin out (screen #1) or somersault (screen #2) after being struck by objects, monsters, and other vehicles. You can't halt a somersault, but you can steer out of a skid by tapping the brake (the B Button) just as the skid starts.

Hazards

The drive-through tells you how to contend with a variety of nasty problems that mess up the nice, clean track. These vary from monsters and fireballs to items dropped by your rivals.

The outer and inner edges of courses can also be a problem. Some courses have fences that slow you down if you hit them, and knock you back onto the track. Or, you may fall off the track into a freefall on other courses. This leaves no lasting damage since Lakitu plucks you from the fall and puts you back on track. Learn the racing line to avoid these spills.

Off-Roading

Sometimes grass or mud surfaces represent shortcuts not shown on the course map. The most obvious way around a track may not be the quickest.

Stealing, Slamming, and Tussling

You can steal objects from other racers, sideswipe them, and generally blast or bash any of your fellow racing fiends. All the tactics associated with this style of play are shown in following sections.

A Dozen Dirty Tips to get to the Top

Tip #1: Gang Up on Others

If you're playing against human opponents, make a secret pact with a friend before the game not to hit each other, but to fire and sideswipe another friend instead! That's nasty, but can ensure victory!

Tip #2: Watch the Computer Rival

During the Grand Prix, you'll see after two races that a computer rival is consistently in first place or second place behind you (assuming you're first!). This rival is the one to gun for in future races to make sure he doesn't steal your lead.

Tip #3: Come From Behind

Don't give up halfway through! Even if an opponent has used a flurry of red shells to shove your kart into eighth place, keep racing. Your foes may make a mistake, and you might pick up a glorious item!

Tip #4: Tracking Your Foes

If you're racing at top speed with another racer in front, stay slightly to one side in case they drop an item behind them. If they do, it passes to the side of you and you don't have to swerve to avoid it.

Tip #5: Corner-Cutting

A great plan in Battle and regular modes is to take the shortest possible racing line to your opponent to catch up. If your adversary doesn't know about the shortcuts on the track, or racing lines in general, catch up as quickly as you can and punish them!

Tip #6: Time Trials Line Vs. Grand Prix

The drivethrough section shows the ultimate racing line you can attempt in a single-player Time Trials. This line may not be suitable in Grand Prix mode, where items could block this path. In fact, you should put items on the racing line to annoy veteran drivers!

Tip #7: Look at Other Screens

What a cunning tip! When you're playing a two-, three-, or four-player matchup on the screen, look quickly at what your opponents are doing, where they are, and what items they have, and then react accordingly.

Tip #8: Double Trouble

A great feeling of satisfaction comes from firing a shell at a foe and having it strike home. Even better is watching that opponent somersault off the side of the track after the hit. Zap Lightning when a foe is about to take a ramp, and try to combo hits into two nasty spinouts!

Tip #9: Defensive Shelling

Think you're the big shot zooming into the lead? Not when you're shot down by incoming items, courtesy of a mad group of losing karters. If you're in the lead, keep at least one shell (red or green) handy to drop behind you to deflect most (but not all) attacks.

Tip #10: Stay in Second

Certain Power ups in *Mario Kart: Double Dash !!*, such as the blue spiny shell specifically target the leader. Drop back into second, far enough away from the blast radius of any attacks, and steal the lead when the leader goes down.

Tip #11: Camping at the Item Box

In Battle mode and some Versus modes, it may be advantageous to wait directly above the spot where an Item Box forms. It appears and shatters immediately, giving you an item that you can use when you return to the game, or throw away and wait for another. Just don't be hit while waitin or you'll be a sitting duck!

Tip #12: Hold On to What You've Got

Are you disposing of items as soon as you get them? Try not to do this too many times; save items for the final lap. Use them on or before the final bend to blast and pass the leader, zooming to victory. Strategic item use is where it's at!

POWER UPS AND PROJECTILES

Karting Disaster: Making the Most of your Items

This section guides you through all the items you can pick up in Grand Prix, Versus, or Battle mode, and the effect each item has on you and your opponent. Fasten your seatbelts—it's going to be a bumpy ride!

Item Introduction: One Box or Two?

Pulsing with rainbow light are Item Boxes. They are dotted around every track and arena. Drive into one, and the passenger receives a random item.

Item Boxes can be found in various areas. The first is a group of four, in a line.

The second is a group of six, in a line.

The third is a group of six, not lined up. These boxes may be stationary, or may move from left to right.

The fourth is a single Item Box, usually placed atop a hill, at the exit to a secret area, or between a monster and the track.

The fifth is a single Item Box that floats around a track, usually in a square path.

The sixth is an Item Box with a Bob-Omb inside. These are only available in Battle mode. See that section of the guide for details.

One or two groups of lined-up Item Boxes usually contain a double Item Box. Pass through this, and both characters get a random item.

Drive into an Item Box, or a double Item Box, and an item indicator appears in the top left of the screen. It cycles through all the items available, taking about 5 seconds to stop on one. This is the item you can use. You cannot influence which items appear.

If two item indicators appear in the top left of the screen, one behind the other, the back one indicates the item your driver holds. The other, closer indicator shows the passenger's item.

TIP

You can speed up the item indicator's selection process by quickly pressing the X or Y Button as soon as you see the indicator on your screen. This cuts the selection time in half.

If a competitor zooms in front of you and snags an Item Box, you can't take the item. Then the Item Box reappears in the place where it gave out an item or, if it is moving, in the place it starts its journey. You can drive into it and get an item.

TIP

Against non-human opponents, ensure that you grab an Item Box in Grand Prix by driving through an Item Box on either end of a lined-up row. Computer drivers always move through the middle of the Item Box rows.

Item Boxes do not appear in Time Trials mode (instead, you automatically get two Mushrooms). Item Box locations may vary slightly between Grand Prix and Versus modes. These are detailed in the drivethrough section of this guide.

Using Items Proficiently

All in the Hands

A screen of all items shows a character holding the item. This is important, because it lets you see what items your competitors are about to throw so you can react accordingly. If you intend to use an item and don't want to show it to everyone, let your driver hold the item you're about to employ. Then switch characters with the Z Button and immediately deliver the item. That way, keen-eyed opponents won't be alerted to your plan or steal your preferred weapon.

Bash and Grab

The competition in *Mario Kart: Double Dash!!* is so frantic that item-stealing is now an accepted—even encouraged—form of kart combat. If a foe holds an item you want, ram at maximum regular speed (see the vehicle section for the statistics on each kart) or, better yet, turbo into them with a Mushroom. The passenger drops the item, and it lands in your passenger's hands. If you fear retaliatory theft, use the item quickly, or save a powerful item with your driver.

Itemized Losses

Items are fleeting. They can be stolen or otherwise removed from you before you launch them. You can lose items if you are hit with Lightning, hit by an opponent while invincible thanks to the Star, or have to be rescued by Lakitu (usually after falling off the side of a track). Use Items wisely, but don't hold onto them for too long.

Fire Away, or Fire Behind?

When you have an item in your possession and have learned whether it can be fired in front or behind, choose a direction and fire using X or Y Button. Certain items, such as shells, are meant to be thrown forward, but when they're thrown back, they bounce off walls just the same. This is great for when an opponent is very close to passing you. Other items, such as reverse Item Boxes and bananas, are meant to be laid behind you. When they're thrown forward, they arc through the air and land—possibly a nasty surprise for karters in front of you.

TIP

The key to holding the lead is the expert use of green or red shells dropped behind you. When you see a bubble on the bottom of the screen, indicating an incoming shell, listen for the sound of the shell coming closer. Release a shell behind you just before you're struck. This also works with bananas, but not as well. Keep a green shell or two handy when you're near or in the lead.

Other items, such as the Star and Lightning, power up your kart at the expense of other competitors, and can't be thrown. The projectile properties of all in-game items and weapons are shown below.

The Driver Switch

Use this technique when the passenger has an item, but the driver doesn't. Switch drivers with the Z Button. The former passenger can hold an item and drive into an Item Box, which gives an item to the former driver, now a passenger. Now both characters hold an object! Vary the timing with the Z Button, because you may want to keep one driver at the wheel and the other firing (if you need a certain special attack, for example).

NOTE

A passenger and driver switch places automatically only when both characters have an object, and the passenger fires off one. Otherwise, you must manually switch characters with the Z Button.

The Co-Op Passback

Co-Op mode isn't just the best way to powerslide, it's also the only mode in which you can pass an object from the driver to the passenger. The driver presses and holds the X or Y Button, then tells the passenger to press the X or Y Button for the hand-off.

Leaving a Trail of Destruction

More important than the objects you collect is the correct use of them when they are in your possession. Don't grab a banana, then fire it off the track or up a bank that no one ever reaches. The drivethrough reveals all the best spots to fire shells or drop bananas or reverse Item Boxes, as do the item descriptions below. Place bananas or reverse Item Boxes where your opponent is least likely to react.

Plan #1: Place bananas or reverse Item Boxes around blind corners.

Plan #2: Place bananas or reverse Item Boxes on downward slopes, where the kart and characters block the view of the road.

Plan #3: Place an object just where a rival lands from a jump or a shortcut.

Plan #4: Inflict a weapon-based item on an enemy near a chasm, ramp, or other dangerous area so that they fall off or are struck by a monster.

Plan #5: Fire shells on long straight stretches with few obstacles to prevent them reaching a target.

Plan #6: The narrower the road, the nastier the attack. Get your shells ready!

Track Objects

On some courses, and in some special attacks, items appear on the ground instead of inside Item Boxes. The Rainbow Road even has Stars that land on the track! Available items are mainly Mushrooms, but may also include green shells and Stars. You may be wondering how a green shell can be stationary on a track; now you know!

Besides objects spilled by attacks, a couple of tracks feature Mushroom cars—vehicles that spill out Mushrooms. Hit one with an attack or a Mushroom-enhanced ram, and the vehicle coughs up a Mushroom.

If you ram certain monsters (such as Goombas) while using a Mushroom, they spill out three random items. These can be valuable to both you and your opponent, so slam into critters with care!

TIP

If you're determined to create a highly dangerous "zone of terror" in a particular area of the course, drop obstacles in the same place each time. Items tend to disappear if you pass them more than once or if obstacles litter the course, but you can add items to an already-packed corner to make it even crazier to pass through.

Pole Position, or Back of the Pack?

The type of item you receive depends on the position you're in. Items given out are random, so a driver in first place can receive Lightning, but the likelihood of getting a particular item is listed in the table below. The items are ordered according to the likelihood of receiving them (first = most likely). Objects not shown can still be obtained, but very rarely. If you're after a certain item, try to be in the appropriate position during the race. This applies to Grand Prix only.

Location (Place)	Usual Item Reward
1st	Green Shell|Banana
2nd	Green Shell|Banana|Reverse Item Box
3rd	Green Shell|Banana|Reverse Item Box
4th	Blue Spiny Shell|Mushroom|Red Shell|Special
5th	Blue Spiny Shell|Mushroom|Red Shell|Special
6th	Star|Three Mushrooms|Blue Spiny Shell|Special
7th	Star|Lightning|Three Mushrooms|Blue Spiny Shell|Special
8th	Star|Lightning|Three Mushrooms|Blue Spiny Shell|Special

Versus Player Vehemence

Finally, attempt to race your friends over LAN or regular Versus modes, because the chances are much greater of receiving a Blue Spiny Shell, Lightning, or Star in better positions (such as first or second). The human multiplayer games are where the action really heats up!

Regular Items

Listed below are the common items in the game. With the exception of the Mushroom, they are listed according to the frequency with which they turn up. Each item's effects have been studied, and their offensive and defensive capabilities are duly noted. Beware that placed items sometimes disappear after a couple of laps. Go grab a few today!

Banana

FIRING ZONE: Backward: the X or Y Button (Forward: ↑ and the X or Y Button)

RANGE: Short

DURATION: Around one minute

The classic fruit and a lunchtime nibble for Mr. D. Kong, the banana peel is much preferred by racers. Press the X or Y Button to drop it behind you. If another racer (or you later in the race!) hits the peel, the racer skids to a standstill. If you slam on the brakes (the B Button) the moment you connect with a banana, you stop the spin out. You can also throw a banana ahead of you a short way (↑ and the X or Y Button). Swerve to the side as soon as you throw, or you may run into your own trap.

Position bananas on the inside of blind corners, on slopes or narrow roads, or throw them at an enemy close but ahead of you. Drop them just ahead of an incoming green or red shell to dispatch the projectile before it hits you.

Reverse Item Box

FIRING ZONE: Backward: the X or Y Button (Forward: ↑ and the X or Y Button)

RANGE: Short

DURATION: Around one minute

From a distance, this looks almost identical to a regular Item Box. Up close, it's ruby red and the question mark ("?") inside is upside down. Run into a reverse Item Box and you spin out. It has all the properties of the banana. If you slam on the brakes (the B Button) the moment you connect with a reverse Item Box, you stop the spinout. You can also throw a reverse Item Box ahead of you. Swerve to the side as soon as you throw, or you may run into your own trap.

Put these directly behind other Item Boxes in a row, or as close to single Item Boxes as you can. Also, position them on the inside of blind corners, on slopes or narrow roads, or throw at an enemy ahead of you. Drop one just ahead of an incoming green or red shell to dispatch the projectile before it hits you.

Green Shell

FIRING ZONE: Forward: the X or Y Button (Backward: ↓ and the X or Y Button)

RANGE: Long

DURATION: Around 10 bounces

Green shells fire forward or backwards at a foe, or are used to prevent an incoming shell from hitting you. Fired forward or backward, green shells zoom off in the direction your kart was facing, and do not home in on rivals. They travel in straight lines across the track and ricochet off solid objects such as fences and walls. They disappear when they've bounced around 10 times, hit a piece of scenery such as a monster, fall off the track, or strike a kart with Star power. Fire green shells forward only when there's a good line of sight and you're not about to take a sharp corner, because you can be hit by your own shell! Once struck, a karter somersaults and slows down considerably.

Fire forward at an opponent you can see, or can predict where they will be when the green shell arrives. Fire back at foes tailgating you. Drop one behind you to deflect the projectile when you see an item bubble indicating an incoming shell. Green shells cannot be placed on the track in a stationary position. Non-moving green shells have fallen out of an enemy kart.

Red Shell

FIRING ZONE: Forward: the X or Y Button (Backward: ↓ and the X or Y Button)
RANGE: Long
DURATION: Until contact

The red shell has been a staple of *Mario Kart* games since the *Super NES*. They're powerful enough to be a problem, but common enough to be awarded frequently, enjoyed by the user, and feared by the recipient. Fired forward, the red shell zips off ahead of you, locates the nearest competitor, follows it, and explodes on contact, causing the kart to somersault. Use it only when you are in second place or worse, or the shell misfires. These can be fired at a racer you cannot see, and it can zoom around corners. But it can hit scenery and miss its target if the victim powerslides and changes directly at the last moment. Fired behind you, red shells act just like green shells, losing their homing capabilities.

Fire forward at an enemy in front of you, no more than three corners ahead. The chances of a strike are better if you are close to your foe and can see him or her, or you're on a long straightaway with few obstacles. Fire back at foes tailgating you. Drop one behind you to deflect the projectile when you see an item bubble indicating an incoming shell.

NOTE

If you fire a green or a red shell at an obstacle in front or behind you, such as a banana skin or a reverse Item Box, and the shell connects, both items are destroyed. This is useful for "tidying up" dangerous areas of a track you want to move around at speed.

Blue Spiny shell

FIRING ZONE: Forward: the X or Y Button (Backward: ↓ and the X or Y Button)
RANGE: Long
DURATION: Until contact

The most powerful of the regular shells (the only one more impressive is Bowser's personal giant shell), the blue spiny shell is fired at the leader of the race. Don't use it if you're in front. It flies over all the competitors between you and the leader, hovers behind the frontrunner for a second, and then hits, creating a large circular explosion. This explosion somersaults the leader into the sky, and can catch anyone driving into the radius. The explosion lasts around a second. It usually appears on the ground, but if an opponent is airborne at the time of the strike, the explosion surrounds the victim like a bubble. The blue spiny shell is almost always impossible to avoid. Perhaps one in a hundred tries, you'll drift around a corner and boost between scenery and the blue shell will miss. Blue spiny shells can be launched from behind, but they simply exit, spin around, and go after the leader.

Fire this at any time during the race (except when you're in first place), and watch as the shell flies away, over the other racers, but stays on the track trajectory. You hear (and sometimes see) the explosion when it strikes the leader.

Mushroom

FIRING ZONE: None
RANGE: N/A
DURATION: Around 3 seconds

Using a Mushroom gives you a short turbo burst of speed, rocketing your kart up higher than its top speed—to 70 mph—for about 3 seconds. Use this Mushroom only on straightaways, because it makes turning corners very difficult (you turn very wide and can hit the sides or head off the track completely). The Mushroom is also handy when you land from a jump. Turbo as soon as you land and you're back up to maximum speed instantly instead of having to accelerate. Finally, use the Mushroom to ram a foe to steal the item the passenger is carrying. If you hit your foe hard enough, he or she also loses speed or control. Mushrooms (and other items) appear on the ground after you ram a victim or monsters.

The passenger throws a Mushroom on the ground just before a straightaway or after landing from a jump, to overtake or ram a nearby enemy, or to beat a foe to the finish line.

MUSHROOM DOUBLE

The Mushroom Double consists of two Mushrooms carried by the passenger in a wobbling pile. Each time the passenger uses a Mushroom, the pile diminishes by one. All the in-game effects are the same. Wait about 3 seconds between Mushroom turbos, or you waste the power of the initial boost.

MUSHROOM TRIPLE

The Mushroom Triple consists of three Mushrooms balanced by the passenger in an increasingly wobbly stack. Each time the passenger uses a Mushroom, the stack diminishes by one. All the in-game effects are the same. Wait about 3 seconds between Mushroom turbos, or you waste the power of the initial boost.

TT MUSHROOMS

TT Mushrooms, or Time Trials Mushrooms, are used just like regular Mushrooms. They only appear in Time Trials mode. Each character gets one Mushroom, and the characters swap positions after the first is used. The drivethrough shows the best places to use the Mushrooms.

Star

FIRING ZONE: None
RANGE: N/A
DURATION: Around 10 seconds

The Star (also called the Starman) makes you invincible for a short period of time, and boosts your speed slightly higher than your regular maximum (but not as fast as a Mushroom turbo). The great thing about the Star is that it maximizes your grip, meaning you don't lose control at corners. If you run into an obstacle, or one hits you from behind, it is destroyed and you are unaffected. You can ram any competitor (light karts can even ram heavy ones), spinning them out of control. This works if they ram you, too (and sometimes you can steal an item at the same time!). Avoid anyone who has this attack, and try to hit everyone if you have it—or sprint for the lead! You can also immobilize any monster (such as the Goombas or Piranha Plants) or vehicle (such as the Mushroom car or Bomb car) if you ram it under Star power. Stars are also found on the Rainbow Road track after they fall from the sky.

Use a Star to ram opponents, gain position, move quickly around corners, and gain speed.

Lightning

FIRING ZONE: None
RANGE: N/A
DURATION: Around 10 seconds

Save this nasty device for the end of the race to succeed in a hard-fought battle. Lightning darkens the skies as magical bolts zap down from above, hitting all the kart racers except you! Zapped karts are a third your size, and half as fast as you, for the duration of Lightning's effect. You can pass the victims much more quickly, and even run them over! Note that any kart struck by Lightning spins out of control. Try to time the attack so that at least one opponent spins up a ramp, off the side, and off the track! To avoid being victimized by Lightning, be airborne when the attack is launched (if you're off the ground, you aren't affected). If you're struck, fall off the track and get Lakitu to winch you back on the track, where you'll be normal size.

Use Lightning if you need to move ahead quickly, want to ram others, or need to punish other karters for past injustices.

TIP

If you're struck or affected by the blue spiny shell, Star, or Lightning–or the Mushroom if an enemy has turbo-ed into you–you lose the items you are carrying. If you spot an enemy with one of these items, be quick to use your own. It's worth sacrificing your own Lightning to remove Lightning from a competitor.

Battle Mode Items

BOB-OMB

FIRING ZONE: Forward: the X or Y Button (Backward: ↓ and the X or Y Button)
RANGE: Medium
DURATION: Around 1 second

Used only in the Bob-Omb Blast Battle game (although Wario and Waluigi have similar bombs for their special attack), the Bob-Omb comes in four colors (depending on the color of the player). Each character can carry up to five, for a maximum of ten per kart. Thrown forward, they land and explode in a second or immediately if they hit another kart. If set down behind you, they exposed after a second. Your own bombs don't harm you. Check the "Battle Mode" section for more details.

SHINE

FIRING ZONE: None
RANGE: N/A
DURATION: Until stolen or game ends

The golden Shine is available only in the Shine Thief Battle game. It is usually placed in the middle of a Battle arena and grabbed by a karter who wants to win the game. A timer begins to count down, and if that player is still holding the Shine when the timer reaches zero, he or she wins. Meanwhile, all karters (including the holder of the Shine, which appears above the kart) blast each other with all the ordnance detailed in this section. Check the "Battle Mode" section for more details.

BALLOON

FIRING ZONE: None
RANGE: N/A
DURATION: Until popped

Three color-coordinated balloons are only used in the Balloon Battle game in Battle mode. These balloons cannot be used offensively. You must use the scenery and armaments in your Battle arena to keep your kart from being struck. A balloon pops each time your kart suffers; the player with balloons left on at the end of the combat is deemed the winner. Check the "Battle Mode" section for more details.

Special Items

Each character has a special attack, which they share with their friend. Below are details on all the specials, who uses them, any variants in versions, and useful combinations with another character's special attack.

Mario and Luigi Special: Fireball Wave

FIRING ZONE: Forward: the X or Y Button (Backward: ↓ and the X or Y Button)
RANGE: Medium
DURATION: Around 3 seconds

When you're holding this item, it looks like a glowing orb of orange or green. Throw it and

a row of fireballs appears, bouncing down the track in a line for about 100 yards. Any enemy hit by this wall of fire spins out of control. This attack can also be thrown backward for the same effect. The fireballs aren't homing, but they're devastating! Use this item when you're close to an enemy, or when one is closing in behind you. It works better in enclosed spaces than in outdoor arenas, where the enemy can dodge.

Mario's Fireball Wave is orange; Luigi's is green. This difference shows up in

the item indicator, and when the attack is used.

Mix it with a special from a character whose attack range is a little more impressive—such as the Baby's Chomp attack, or the Toad's speedup—to get into position for the Fireball Wave.

Peach and Daisy Special: Heart Shield

FIRING ZONE: None
RANGE: Close
DURATION: Until both hearts run out

This peculiar but cool special is a pink heart. Once it's activated, two pink hearts appear and circle the base of your kart. You're invincible to attacks from all angles and other karts, until the power of the hearts runs out. This happens when an item comes into contact with your kart. The item jumps from the track and lands in the hands of the passenger, and one of the hearts disappears. The next item that contacts the kart lands in the driver's hands. If the driver and passenger are already holding something, the item from the track is discarded.

You are not immune to Stars, blue spiny shells, or Lightning while the hearts are circling, but this is a fantastic way to steal items from other karts, or even the ground. On certain occasions, if you run into a discarded reverse Item Box, it grants you a random item! There is no difference between Peach's special and Daisy's.

Mix it with a much more offensive attack, such as Bowser's Shell of doom, or the Toad's Golden Mushroom, so you can catch your preferred victim and snag their items.

Yoshi and Birdo Special: The Egg

FIRING ZONE: Forward: the X or Y Button (Backward: ↓ and the X or Y Button)
RANGE: Long
DURATION: Until contact

This rolling ground attack has one purpose—to flatten the racer directly ahead of you. The egg rolls at a slightly slower speed than a red shell, but has the accuracy of a blue spiny shell, meaning it almost always hits its target. Not only that, but its target is the racer directly in front of you, which can be handier than the leader, who may be too far away to matter.

Fire the egg behind you, and it works like a green shell (it doesn't home in on its victim). Use this in any situation in which you'd use a red shell. This special isn't lacking in power. When the egg hits its target, the victim loses any items being carried, and somersaults. The victim's kart also throws out three random items (usually Mushrooms or green shells), which you can accelerate onto and use if they are beneficial. This occurs even if the egg hits an enemy behind you.

The only difference between Yoshi's egg and Birdo's egg is the color of the spots. Yoshi's are green; Birdo's are pink.

You now have enough attacks that are "shell-like" in execution, so mix this attack with a special that hits closer to home, such as the DK Banana, or Peach's heart-stopping special?

Baby Mario and Baby Luigi Special: Chain Chomp Stomp

FIRING ZONE: Forward only: the X or Y Button
RANGE: Long
DURATION: Around 8 seconds

This is a really cool special attack, featuring a cute little Chomp held in the Baby's hand. When Baby releases the Chomp, however, it becomes a gigantic thrashing Chain Chomp that pulls you along the track for about 8 seconds, then breaks free and plows into the next object ahead. This attack cannot be launched behind you.

Not only do you get the benefits of high speed and invincibility, but any rival kart is knocked about when the Chomp hits it. It also shifts larger vehicles and monsters (like Goombas) out of the way. Moreover, the Chomp steers, not you, meaning you can use this attack to get guided around a corner you're having trouble with.

Once the Chomp breaks free, it can still hit an enemy or a scenic object before it disappears. This is great fun while it lasts! Use it to gain a couple of places, to play catch-up, to lengthen your lead, to avoid obstacles ahead, or to safely negotiate difficult turns. You can dodge this attack only on wide roads, by skidding to the extreme left or right sides. There is no difference between Baby Mario's special and Baby Luigi's.

When you've finished demolishing the road ahead, keep your lead by using the giant attacks such as Bowser's Shell or DK's Banana.

Toad and Toadette Special: Golden Mushroom

FIRING ZONE: None
RANGE: N/A
DURATION: 1 to 3 seconds per blast (around five blasts)

This is a fantastic, but almost completely defensive special. Clutching a Golden Mushroom, one of the Toad-types activates a turbo that reacts just like a Mushroom. You can turbo for around 5 seconds until the Golden Mushroom runs out. Use this special whenever you would normally activate a Mushroom. Keep tapping the X or Y Button to turbo continuously, because the initial speed boost is even faster than the remaining turbo.

You reach incredible speeds, but still have to make the corners. Only those who really know the courses and can make turns at high speeds should use this attack. Try ramming with it—that teaches the bigger clowns to pick on the lowly Toad folk! This is a great method for winning races, or shortening lap times. There is no difference between the Toad's special and Toadette's.

One of the premiere plans of action is to take the lead with Toad or Toadette's Golden Mushroom, and then use Paratroopa or Koopa's Triple Stack Shells to defend the lead with a trio of quick shell attacks, backward or forward.

Koopa and Paratroopa Special: Triple Stack Shells

FIRING ZONE: Forward: the X or Y Button (Backward: ↓ and the X or Y Button)
RANGE: Long
DURATION: Until contact

As you can see from the screens above and below, both Koopa and Paratroopa have a special attack that grants them not one, but three green or red shells (the shell type is randomly determined, but is increasingly likely to be green the closer to pole position you are). Imagine the devastation of one red shell. Now imagine three zooming toward a hated foe.

Refer to the earlier information on green and red shells for usage. You can fire all three shells at once, and even all three behind you, ensuring a triple threat surprise for those on your tail! You have up to three chances to deflect an incoming shell and, if you have red shells, another two chances to hit a foe who dodged your previous shell (or you can blast three opponents in quick succession!).

If you suffer a somersault or tumble, you lose all but one of the shells. This may not be as exciting as some of the other specials, but it could be the most useful.

Both Koopa and Paratroopa randomly receive either three green or three red shells, but Koopa stacks them up while Paratroopa juggles them.

In addition to the combo with the Toad or Toadette special attack, you can vary the offensive nature of your attacks by adding Bowser Jr. to your light kart and using his devastating special shell attack to stop enemies from hitting you from behind.

Donkey Kong and Diddy Kong Special: King Banana

FIRING ZONE: Backward:the X or Y Button (Forward: ↑ and the X or Y Button)

RANGE: Short

DURATION: Until contact

Both Donkey and Diddy have the ability to throw forward or backward one monster-sized banana! This acts just like a regular banana, but with one important difference: It's much harder to avoid.

Use it in narrow areas, and avoid the place where you left it, because when someone spins on the King Banana, it splits into three regular bananas in a triangle shape. These are even more deadly than the original giant fruit offering. There is no difference between the Donkey Kong's special and Diddy Kong's, although Diddy is at an advantage because he can ride on a light kart and still use this attack.

Mix it with a special that's a little more ranged, such as Bowser's Shell, Yoshi's Egg, or the crazy Baby Mario's Chomp attack.

Bowser and Bowser Jr. Special: Bowser's Shell

FIRING ZONE: Forward: the X or Y Button (Backward: ↓ and the X or Y Button)

RANGE: Long

DURATION: Until contact

The Bowser special shell has all the abilities of a green shell, but it continues to zip about the landscape after hitting an enemy, and it's flippin' huge! Use this gargantuan attack wisely, because only one is available at a time to demolish those ahead or behind you. The sheer terror factor is the first advantage, and the size of the shell makes the attack much more difficult to steer out of.

Refer to the green shell information for areas where you should employ this attack. It's devastating against enemies attempting to steal your lead, or those ahead of you. The narrower the road, the better this special becomes, so favor it on courses with lots of twists and narrow tracks with fences.

There is no difference between Bowser's special and Bowser Jr.'s, although Bowser Jr. is at an advantage in that he can ride on a light kart and still use this attack.

Mix it with something to keep you in the lead, such as the Toad's turbo Mushroom, Koopa's shell trio, or even Wario's bomb. These combos give you precision and non-precision attacks.

Wario and Waluigi Special: Bob-omb Blast

FIRING ZONE: Forward: the X or Y Button (Backward: ↓ and the X or Y Button)

RANGE: Medium

DURATION: Around 3 seconds, or until contact

Both Wario and Waluigi are dastardly enough to employ exploding Bob-Ombs, and these attacks are among the most entertaining, although you do need to be very precise when throwing them. When thrown backward, the Bob-Omb explodes after 2 or 3 seconds unless an enemy hits it, in which case it blows up immediately. If you're being pressured by tailgating foes, use this special. Throw it forward, and it lands and ticks away for a couple of seconds, and then detonates, or it explodes if it hits an enemy (or another vehicle or monster).

The width of the explosion is both a plus and a minus—it lasts a couple of seconds and is as wide as a blue spiny shell's radius, meaning you can be caught in it. If you're far enough away, however, you can swerve around it. This brings us to the final point: The length of the throw depends on the karters in front of you. Wario and Waluigi automatically throw the Bob-Omb in front of a karter they can see, even at medium range, but their aim is less impressive at close range, so be wary of using this attack at close quarters. There is no difference between Wario's special and Waluigi's.

Mix it with attacks that are a little more wide-ranging, such as Baby Mario's Chomp. Or try Mario's Fireball Wave to really hammer those near you.

Petey Piranha and King Boo Special: Shhh! Secret!

FIRING ZONE: Varies
RANGE: Varies
DURATION: Varies

Both Petey and the King are avant-garde racers, willing to take more of a chance than the average driver. They like to mix things up a little. These characters' specials are a random selection of any other character's special. You have no way of knowing which special appears, and this adds an edge to the race.

As you can see from the screens, King Boo has managed to acquire Mario's fireball, while Petey is content with Birdo's egg!

Mix it with any other special. Less confident players should perhaps complement Petey Piranha or King Boo with a Bowser or a Toad, so you know one of your special types. Expert racers should team Petey and Boo, because they quickly react to whatever special appears.

Expert Item Wrangling

Before you check all the characters and vehicles, study the effects of the items detailed in this section during your games, so you can try new and exciting pairings of normal and special attacks to win the game.

How about pairing Koopa with Bowser Jr. on the Barrel Train, and using Bowser Jr.'s special to fend off attackers from behind and Koopa's Triple Shell threat to blast those in front? Or becoming invincible with the Star, and then activating Bowser's Shell on a group of competitors before banishing the shell with the Star to save your own kart?

These items appear randomly, meaning you may only occasionally see the same couple of items twice, but using the "Frantic" item setting on Versus mode can certainly test out the more fanciful item combinations in seconds! Good hunting!

KARTS AND KARTERS

This section deals with driver, passenger, and kart combinations. Here you get a detailed look at the character pairs you can make, a biography of all 20 characters, and an inspection of each of the 21 karts in the game.

Choosing a Karter and Kart

When you begin a game, open the Select Character Combination screen. Here you select two characters and a kart for your forthcoming race or tour.

NOTE

Some gamers love to knock everyone out of the way with Bowser and his giant kart. Others prefer a quick zip around the course with the Koopa. No combinations are bad; it comes down to a matter of taste. Experiment until you find a combo that works for you.

In *Mario Kart: Double Dash!!*, the kart, not the characters, influence handling, speed, and acceleration. See the ratings at the bottom of the screen, giving each kart a number of stars, up to five. These refer to the kart's abilities, not the character's.

NOTE

There is one exception to this general rule: A kart specifically designed for a character (the one that appears when you choose a driver) can, after weeks of solid playing, slightly influence your lap times. If you want the fastest lap times with regular karts, choose the character associated with that kart, but only after hours of play time!

In the example above, we've chosen Bowser and Baby Mario to test out the Parade Kart (a super-secret vehicle). Notice Bowser has a logo in the screen's bottom right corner. The steering wheel means he is the driver. Baby Mario is the passenger. The order in which you pick your karters matters.

When the race begins, the passenger leaps on the back of the kart, and receives powerups first. In the event we get a chance to use a special attack early, we wanted to use Baby Mario's Chain Chomp Stomp first, so we put him on top of the kart.

Kart Combinations

The game has 20 characters, 16 initially accessible and 4 secret. Each character can partner with anyone, but you cannot have the same character twice. You have a choice of 380 combinations.

Each character can either start as a driver or as a passenger, and it can be beneficial to have a given character drive, rather than ride along.

The game offers 21 karts, 8 initially available and 13 secret. If you choose two lightweight characters, you have a choice of 8 karts in the Lightweight Division (2 initially available, and 6 secret).

If you choose a middleweight as one of your characters, and partner him with

either a lightweight character or another middleweight, you have a choice of 7 karts in the Middleweight Division (3 initially available and 4 secret).

If you choose a heavyweight character for either passenger or driver, you have a choice of 5 karts in the Heavyweight Division (3 initially available, and 2 secret).

Any two characters, no matter what their weight, can fit into the Parade Kart, which is the Special Division, and a secret kart.

There are many more character combinations possible for heavy karts than for middleweight or light karts. Here's a table to summarize:

KART WEIGHT TABLE

Weight of Driver	Weight of Passenger	Kart Division to Choose From
Light	Light	Light
Light	Middle	Middle
Light	Heavy	Heavy
Middle	Light	Middle
Middle	Middle	Middle
Middle	Heavy	Heavy
Heavy	Light	Heavy
Heavy	Middle	Heavy
Heavy	Heavy	Heavy

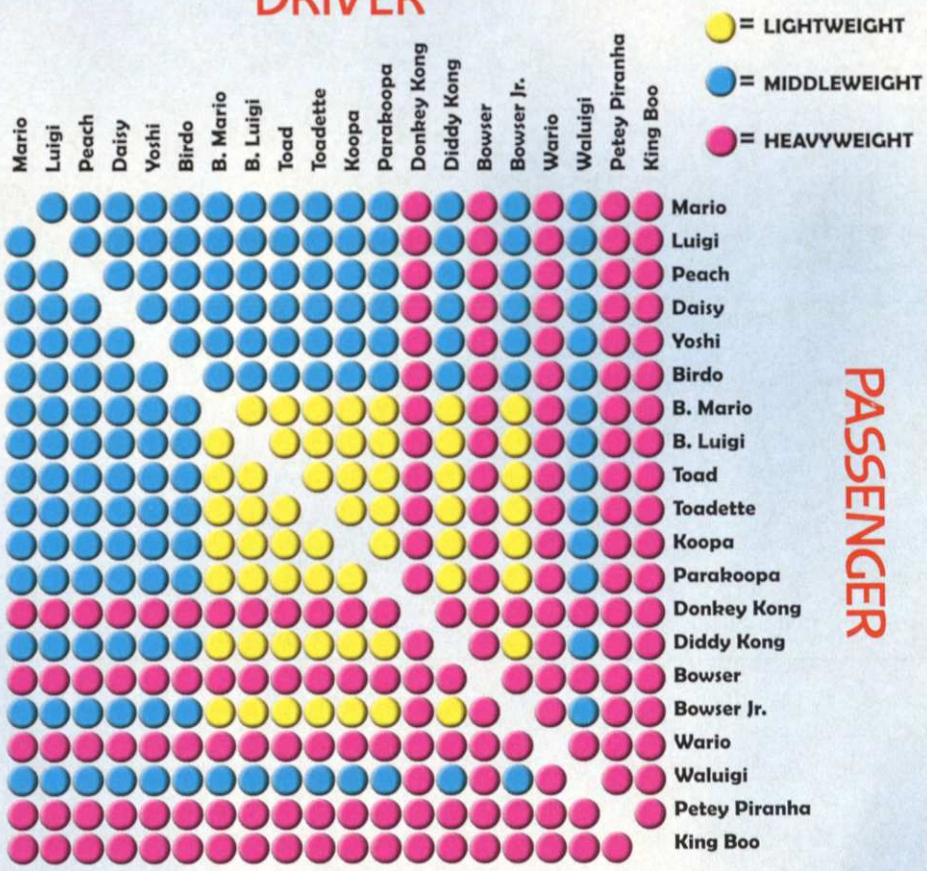
Don't forget to add the special combinations (380 character combos can fit into the Parade Kart). To find the total number of kart combinations, multiply the kart combinations by the number of karts, as shown in the table.

TOTAL KART COMBINATION TABLE

Weight Type Kart Combinations	Number of Karts	Total Combinations
Light (56)	8	448
Middle (154)	7	1,078
Heavy (170)	5	850
Special (380)	1	380
Grand Total	–	2,756

There are 2,756 combinations of driver, passenger, and kart! The Kart Allocation Chart provides all the detail you need, showing the name of each character and what kart type you can choose when you partner with any other character.

Kart Allocation Chart



Here Come the Karters!

Now that you know all about choosing a kart and karter, find out who Mario has invited along for this competition. Some of these characters are rivals, but they don't hold a grudge when they're partnered—the racing is more important! We even show you the critters you come into contact with and the race referee, Lakitu.

Mario

WEIGHT: Middle
KART: Red Fire

He's the plumber extraordinaire, the Mushroom Kingdom savior, a big hit with the Princess, and he's currently recovering from an extended stay on Isle Delfino. All that lounging around has made Mario antsy for some action! He's been practicing on his own circuit for a while now, and is ready to win, although he's sharing the glory with the Princess.

Luigi

WEIGHT: Middle
KART: Green Fire

After Luigi cleared all the spooks from his mansion, he found he'd collected enough treasure to build the mansion of his dreams! It sits proudly by Luigi's custom-built track, upon which Luigi constantly practices. When he's not floating around in his own blimp, that is.

Peach

WEIGHT: Middle
KART: Peach Coach

The Princess has had enough of fiery pits, high towers, and giant turtles in slime-filled bathtubs. She has a new hobby: kart racing. She's crafted her own kart that shows off her daintiness. But don't underestimate her resolve; she's going to win, even if that means beating that plumber friend of hers!

Daisy

WEIGHT: Middle
KART: Bloom Coach

"Hi, I'm Daisy!" Peach's cousin has always been louder, and less proper, but she's always thanked Mario, and her best friend, Luigi, for rescuing her from Tatanga the Mysterious Spaceman. Now she lives near Luigi, using his course to practice for the All Tour Cup she has her eye on.

Yoshi

WEIGHT: Middle
KART: Turbo Yoshi

Yoshi bore the brunt of Mario's island-hopping adventure, and soon tired of a constant diet of fruit, red peppers, and 1 Up Mushrooms. He flew instead to a new and mysterious island of his own. Yoshi has been practicing in secret, adding to the already remarkable scenery with a track around the island.

Birdo

WEIGHT: Middle
KART: Turbo Birdo

Once a resident of the world called Subcon and turned evil by a warty old toad, Birdo now lives in Nimbus Land and shares many traits with Yoshi—including their ability to produce eggs at times of stress. Birdo has been spotted on Yoshi's Island, on a strict racing regimen.

Baby Mario

WEIGHT: Light
KART: Mario Buggy

Baby Mario hasn't stopped thinking about the fun and excitement he had in his Yoshi's Island romp, and he wants to do something more interesting than sitting around in his buggy all day, waiting for a feed. At night, he trundles down to Mario Circuit, tinkers with his pram, and starts his engine. He'll show the rest of them some real baby power!

Baby Luigi

WEIGHT: Light
KART: Rattle Buggy

Baby Luigi has also been hard at work. After a day's sleeping, he takes to Luigi Circuit at night and races around, attempting to beat his lap times. He's also befriended the Chain Chomps that roam both Mario and Luigi Circuit. In fact, it's said that he and his brother are able to conjure up a Chain Chomp to help them!

Toad

WEIGHT: Light
KART: Toad Kart

Toad was a great help to Mario in his earlier vacation, never once believing that the plumber was responsible for the graffiti on Isle Delfino. Having received permission from Toadsworth, the elderly Toad in charge of ceremony for this racing season, Toad has taken to Peach Beach in a brand-new kart. He's waiting to join the fun!

Toadette

WEIGHT: Light
KART: Toadette Kart

Toad's sister, Toadette, hasn't been seen before. Pressed into serving Princess Peach from an early age, Toadette still manages time to practice her kart-racing skills with her Toad brothers. Rumor has it she can call on the power of the fabled Golden Mushroom for some truly hyper-speed zooming!

Koopa

WEIGHT: Light
KART: Koopa Wing

The green-shelled Koopa is adept at sharp switchback turns in a kart made out of nothing but a large Koopa shell and four wobbly tires! Koopa remembers the *Super NES* days, when his ride was the sweetest. He's hoping you pick him this time around, too!

Paratroopa

WEIGHT: Light
KART: Para Wing

With his ability to fly, the Paratroopa Koopa is a key ally of the Koopa, and they drive almost identical vehicles. This Paratroopa is the best racer in his platoon, and has been giving the honor of racing on behalf of Koopakind! But if he ricochets a shell and knocks Bowser into his own lava pool, he's going to blame Mario!

Donkey Kong

WEIGHT: Heavy
KART: DK's Kart

The endless partying, golf, and tennis tournaments have left Donkey Kong ready to get back into the wild. And how better than to return to his own tropical island, and build the biggest DK cannon ever seen? Not only that, but this able ape also knocked together an all-new kart. It's a little wobbly, but what do you expect? He's a gorilla!

Diddy Kong

WEIGHT: Light
KART: None

Swinging from tree to tree just isn't what it used to be! Now Diddy is checking out the crazy hairpin turns and the rickety rope bridge over on Donkey Kong Island to ensure he's the competition winner. Diddy Kong can ride in any division of kart, so choose him if you like his special!

Bowser

WEIGHT: Heavy
KART: Bowser's Kart

The King of the Koopas may have failed to pollute Isle Delfino, but he's been hard at work constructing a dastardly castle course. He's ganged Thwomps and Podoboos and erected a giant mechanical statue of himself, and he's even gone crazy with the spiky design of his kart. He needs this win, even if that means sharing!

Bowser Jr.

WEIGHT: Light
KART: None

After failing to flummox Mario by dressing up as the plumber, Bowser spent some time with his son before Bowser Jr. started thinking about the forthcoming kart racing. He's keen to win, but has no kart! Bowser Jr. can ride in any kart division, so choose him if you like his special.

Wario

Weight: Heavy
Kart: Wario's Jalopy

Wario has acquired so much money from his previous two exploits into treasure-collecting and minigames that he's decided to build the craziest, roller-coaster ride of a course ever seen! He intends to bash all the others, claim the Gold Cup, and melt it down for more cash!

Waluigi

WEIGHT: Middle
KART: Waluigi Racer

Waluigi Industries is still going strong, with a line of fine motor oils. Yes, Waluigi has struck a deal to advertise his wares on Luigi's tracks! He's awaiting the arrival of his own Waluigi Racer. When it's shipped into play during the game, no one will stand a chance. He thinks.

Petey Piranha

WEIGHT: Heavy
KART: Piranha Pipes

Petey the Piranha was severely deflated. After being bounced on in the Bianco Hills windmill and coughing up enough muddy slime to sink a Koopa Battleship, Petey was banished by Mario from Isle Delfino. Now comes revenge! Petey's out to win the competition.

King Boo

WEIGHT: Heavy
KART: Boo Pipes

When Luigi foiled King Boo high atop the mansion, King Boo wasn't pleased. In fact, he was furious! Without his followers, he's nothing more than a round white blob with a big tongue that only moves when you face away from him. But no more! He's banded together with Petey to steal the show as a late arrival!

Supporting Cast

The following entities appear mainly to harass you. There are other dangers, such as whirlwinds and water hazards, but here we show you the living or magical beings that affect your racing progress. The rest of the dangers are detailed in the drivethrough.

Lakitu

Lakitu is a type of Koopa Troopa with special powers to control the weather, and usually travels in a special floating area of condensed moisture and vapor called Jugem's Cloud. Lakitu acts as the referee and helper in the races. He holds the starting lights, and rescues karts that skid off the sides of a course into a dangerous drop.

Chain Chomp

A giant black ball of sharp teeth, and the favorite pet of the Koopas, these guard beasts are tethered to the ground with a chain attached to a sturdy spike shoved into the ground. Only Baby Mario and Luigi have the power to tame a Chomp, but every character feels the sting of a headbutt from this fearsome critter if they venture too close.

Pihana

Large and round waddling creatures found on the beaches of Isle Delfino, Pihanas comes in three colors (red, blue, and green), and usually keep to themselves, digging up the sand with their prehensile beaks. Venture too close to one, and you're tossed high into the sky; Pihanas don't take kindly to visitors.

Giant Piranha Plant

Travelers tell a tale of a gargantuan Piranha Plant inside a giant pool of quicksand in the Dry Dry Desert that feeds on hapless racers. What's more, the tales are true! Unless you want to be partly digested and rescued by Lakitu, don't encourage the wrath of this beast.

Pokey

A series of segmented orange fleshy parts with a colorful mop of leafy hair, the Pokey is a wobbling but stationary pest that inhabits the arid parts of your racing circuits. Seen singly and in groups of two or more, these bobbing beasts usually whip their bodies left and right, arching their forms. You can drive through the gap.

Piranha Plant

Originally bred as guard plants by the Koopas, Piranha Plants have red and white spotted stalks with giant bulbous heads and insatiable appetites. They stand inside green pipes, viewing your races carefully, and lash out if you zoom too close. Mechanical variants inhabit one of the tracks, but these don't attack.

Goomba

The shock infantry in Bowser's personal army, Goombas now roam freely around the Mushroom Kingdom. In fact, they were last spotted next to the Princess' Palace. These large, brown, mushroom-like creatures slowly waddle along, throwing out items if they're fired upon or rammed.

Podoboo

Podoboos are fireballs that come in all shapes and sizes, and have a variety of uses. Three types are spotted on your race courses—small floating balls in a circle, lines with a central head in a windmill shape, and giant versions hopping out of lava or moving around in a circle. Each time you hit one, expect a heated confrontation.

Shy Guys

There are two types of Shy Guys, blue and red, in Sherbert Land! They've taken to zipping about the iced-over lake in skates. Blue Shy Guys are adept at pirouetting and gliding around in a circle. Red Shy Guys skate in a pair. Both waylay you if you run into them.

Iceling

In the frozen wastes of Sherbert Land are the Icelings, large blocks of ice resting on a peaceful lake. That is, until some karters slide into them, after which they continue on their way...encased in a block of ice.

Dino Dino

The unknown world of the Dino Dino jungle is filled with once-extinct animals, including some cute purple flying critters. But the king of the jungle is the gigantic Dino Dino, a blue dinosaur so big he appears in two areas in the same lap. Don't get squashed by his feet, or bumped by his snout, and you'll be fine.

Thwomp

Destined to rise and fall along the corridors of Bowser Castle for an eternity is the Thwomp, a giant block of stone that fills a room with gloom, is impervious to attacks, and slowly rises before quickly falling. Woe betide anyone under the falling slab of the Thwomp. They're squashed flat and lose all their speed.

Mechanical Bowser

The evil King of the Koopas is at it again! This time, he's created a course to put all his other attempts to shame! Part of this ruse is the creation of a gigantic belching Bowser that grinds across the end of part of his course, firing gigantic balls of flame. Don't be hit by these!

Here Come the Karts!

Now check out the game's 21 karts. Note that some aren't available until you've met certain game criteria. If you want to know how to unlock all the karts, check the back of the book. Below is a table showing all the karts available and their performance characteristics. Finally, we give detailed information on each kart. Time for a test drive!

THE KART CHART

Kart Name	Associated Character	Speed	Cruising Speed	Acceleration	Weight
Mario Buggy	Baby Mario	★	54	★★★★★	★★
Rattle Buggy	Baby Luigi	★★	55	★★★★	★★
Koopa Wing	Koopa	★★	55	★★★★	★★
Para Wing	Paratroopa	★	54	★★★★★	★★
Barrel Train	Any Lightweight	★★★★	57	★★	★★★
Bullet Blaster	Any Lightweight	★★★★	57	★★★	★
Toad Kart	Toad	★★	55	★★★★	★★
Toadette Kart	Toadette	★	54	★★★★★	★★
Red Fire	Mario	★★★	56	★★★	★★★
Green Fire	Luigi	★★★★	57	★★	★★
Peach Coach	Peach	★★	55	★★★★	★★★
Bloom Coach	Daisy	★★★	56	★★★	★★
Turbo Yoshi	Yoshi	★★	55	★★★★	★★★
Turbo Birdo	Birdo	★★★	56	★★★	★★★★
Waluigi Racer	Waluigi	★★★	56	★★★	★★★
Wario's Jalopy	Wario	★★★★	57	★★	★★★★
DK's Kart	Donkey Kong	★★★★	57	★★	★★★★
Bowser's Kart	Bowser	★★★★★	57	★	★★★★★
Piranha Pipes	Petey Piranha	★★★★	57	★★	★★★★★
Boo Pipes	King Boo	★★	55	★★★★	★★★★★
Parade Kart	Any Character	★★★★	57	★★★	★★★★

NOTE

Notes on the Kart Chart:

1. The associated character is the one to choose after weeks of gameplay, to shave hundredths of seconds off your Time Trials times.

2. Speed refers to the kart's maximum speed, on a scale of 1 to 5 stars: ★ = very slow; ★★★★★ = very fast.

3. Cruising speed refers to the kart's regular speed in miles per hour. Mushrooms and boosts from powerslides temporarily increase the speed of every kart to 70. Although some karts (such as Bowser's) have the same cruising speed as others, if you continue in a long straight line, you can achieve a slight (+1 mph) speed increase, which is referred to in the speed ranking.

4. Acceleration refers to the kart's ability to increase speed quickly after a stop, ram, off-road attempt, or attack. Acceleration is the most important aspect to note. It is ranked on a scale of 1 to 5 stars: ★ = trundling! ★★★★★ = super zippy!

5. Weight is how heavy the kart is. The general rule is that the heavier the kart, the better it can ram or sideswipe other vehicles while jostling for position. It is ranked on a scale of 1 to 5 stars: ★ = tiny! ★★★★★ = a hulking beast!

Mario Buggy

ASSOCIATED CHARACTER: Baby Mario
SPEED: ★
CRUISING SPEED: 54
ACCELERATION: ★★★★★
WEIGHT: ★★
WEIGHT CLASS: Light

This is a perambulator; although it can be caught on straighter courses because of its low top speed, it can pass competitors thanks to amazing acceleration. Unfortunately, you're knocked around by heavier karts, the kart tends to slow down in mud and grass, and it skids out on corners.

Rattle Buggy

ASSOCIATED CHARACTER: Baby Luigi
SPEED: ★★
CRUISING SPEED: 55
ACCELERATION: ★★★★
WEIGHT: ★★
WEIGHT CLASS: Light

This is slightly preferable to the Mario version. The acceleration is very strong in almost every circumstance (save muddy conditions or thick off-road areas), but you're buffeted about by rivals. The back end of the vehicle has a high center of gravity, just like the other pram; skidding out is a common occurrence until you master this motor!

Koopa Wing

ASSOCIATED CHARACTER: Koopa
SPEED: ★★
CRUISING SPEED: 55
ACCELERATION: ★★★★
WEIGHT: ★★
WEIGHT CLASS: Light

Almost identical to Baby Luigi's primo pram, the acceleration means the kart holds its own on almost all tracks except those with long straightaways. Watch out for heavier karts bombarding you. The Koopa Wing's main advantage over similar vehicles is a sharp powerslide.

Para Wing

ASSOCIATED CHARACTER: Paratroopa
SPEED: ★
CRUISING SPEED: 54
ACCELERATION: ★★★★★
WEIGHT: ★★
WEIGHT CLASS: Light

If you want to make a decision between this and the Baby karts, note that the Para Wing shares many of their attributes: high acceleration, low weight, and a low top speed, although this only matters in the less complex courses. Choose this if you want a firmer grip around corners.

Barrel Train

ASSOCIATED CHARACTER: Any Lightweight
SPEED: ★★★★
CRUISING SPEED: 57
ACCELERATION: ★★
WEIGHT: ★★★
WEIGHT CLASS: Lightweight

This is one of the best karts in the game! It is amazingly thin, meaning you can scoot between obstacles and around corners with less chance of slowing down. The top speed matches the heavier karts, giving you the edge on every course. What's more, the reasonable weight means you won't be knocked about! Excellent!

Bullet Blaster

ASSOCIATED CHARACTER: Any Lightweight
SPEED: ★★★★
CRUISING SPEED: 57
ACCELERATION: ★★★
WEIGHT: ★
WEIGHT CLASS: Lightweight

Slightly less impressive than the Barrel Train, the Blaster is a great alternative, because it has a faster acceleration and the same top speed. It doesn't do particularly well at landing from a jump, slowing down a little more, but its incredible handling around corners and top speed make up for this shortfall. Bullet Bill would be proud!

Toad Kart

ASSOCIATED CHARACTER: Toad
SPEED: ★★
CRUISING SPEED: 55
ACCELERATION: ★★★★
WEIGHT: ★★
WEIGHT CLASS: Lightweight

The low, flat weight distribution of Toad's kart is great for holding steady around the bends, and his vehicle also has reasonable acceleration, remarkable handling, and some excellent landing capabilities after a jump—you don't lose as much speed as with other lightweight karts. The power-slide is particularly impressive.

Toadette Kart

ASSOCIATED CHARACTER: Toadette
SPEED: ★
CRUISING SPEED: 54
ACCELERATION: ★★★★★
WEIGHT: ★★
WEIGHT CLASS: Lightweight

The final Lightweight Division kart is Toadette's, and it handles almost identically to her brother's kart. It has great landing and exceptional powersliding, and its better acceleration means you'll beat many other karts to the post in short dashes. For longer runs, the lack of a fearsome top speed can hurt, but only if you aren't boosting out of powerslides.

Red Fire

ASSOCIATED CHARACTER: Mario
SPEED: ★★★
CRUISING SPEED: 56
ACCELERATION: ★★★
WEIGHT: ★★★
WEIGHT CLASS: Middleweight

Beginners should try Mario's kart. You can base your decisions on the other karts on it, because it has average scores in every category. It has reasonably good handling and acceleration. The spring-like chassis is an advantage you may not immediately notice. It has great landing tolerance after a jump.

Green Fire

ASSOCIATED CHARACTER: Luigi
SPEED: ★★★★
CRUISING SPEED: 57
ACCELERATION: ★★
WEIGHT: ★★
WEIGHT CLASS: Middleweight

The fastest of all the middleweight karts, Luigi's motor has much better speed. The acceleration and weight are lower, but this doesn't affect you greatly unless you're in a race to the finish. Mario can knock Luigi's kart around, even if they look identical, so watch out! This kart also has fantastic landing tolerance after a jump.

Peach Coach

ASSOCIATED CHARACTER: Peach
SPEED: ★★
CRUISING SPEED: 55
ACCELERATION: ★★★★
WEIGHT: ★★★
WEIGHT CLASS: Middleweight

Sacrificing 1 mph of top speed for better acceleration is a trade off worth taking, because you're boosting up to 70 mph after a powerslide most of the time anyway. The handling capabilities of this coach are reasonable. It looks strange, but it's a commendable kart, although it suffers from slowdown after landing.

Bloom Coach

ASSOCIATED CHARACTER: Daisy
SPEED: ★★★
CRUISING SPEED: 56
ACCELERATION: ★★★
WEIGHT: ★★
WEIGHT CLASS: Middleweight

A cursory glance at this and Mario's kart may seem to indicate Daisy's vehicle has the advantage, but you're not checking out the full potential of this kart. It has a slight speed advantage, along with reasonable handling and a handy top speed when facing off against most of the lightweight vehicles. It sticks in the ground after landing, though.

Turbo Yoshi

ASSOCIATED CHARACTER: Yoshi
SPEED: ★★
CRUISING SPEED: 55
ACCELERATION: ★★★★
WEIGHT: ★★★
WEIGHT CLASS: Middleweight

Give the Turbo Yoshi a try after Mario's kart, and you instantly notice a quicker pace out of the starting grid. However, when you attempt top speed, you find it doesn't match the plumber's perambulator. Not only that, but the ride is bumpier and it feels slow. Still, it won't get bashed around in the pack.

Turbo Birdo

ASSOCIATED CHARACTER: Birdo
SPEED: ★★★
CRUISING SPEED: 56
ACCELERATION: ★★★
WEIGHT: ★★★★
WEIGHT CLASS: Middleweight

A little more chugging than zipping, this kart is an improvement over Yoshi's vehicle in all areas except acceleration and the bumpy ride. It is slightly faster, however it's the heaviest kart outside of the Heavyweight Division! You have reasonable speed and power, but less chance of being bashed by bullies!

Waluigi Racer

ASSOCIATED CHARACTER: Waluigi
SPEED: ★★★
CRUISING SPEED: 56
ACCELERATION: ★★★
WEIGHT: ★★★
WEIGHT CLASS: Middleweight

Statistically identical to Mario's kart, although it sports a fancier pair of rear spoilers, the Waluigi Racer is a fine kart to race against Mario's if you're after a one-on-one competition without handicaps. However, the Racer is a little wider than Mario's kart, making it more prone to hitting obstacles and speed strips.

Wario's Jalopy

ASSOCIATED CHARACTER: Wario
SPEED: ★★★★
CRUISING SPEED: 57
ACCELERATION: ★★
WEIGHT: ★★★★
WEIGHT CLASS: Heavyweight

This purple monster is Wario's pride and joy, but don't go telling him his acceleration stinks! When you're hit by an object, you must powerslide quickly to avoid a sluggish start. Fortunately, you can muscle your way through any of the lighter-weight karts. Wario's motor is also fantastic at entering and exiting powerslides. Try it!

DK's Kart

ASSOCIATED CHARACTER: Donkey Kong
SPEED: ★★★★
CRUISING SPEED: 57

ACCELERATION: ★★
WEIGHT: ★★★★
WEIGHT CLASS: Heavyweight

Statistically, Donkey Kong's kart is almost identical to Wario's, but the gorilla's primitive kart suffers more when cornering. The grip on the wheels isn't as good as on Wario's kart, and you may find it difficult to skid around tight bends! But it's a fast, strong kart that can annoy others.

Bowser's Kart

ASSOCIATED CHARACTER: Bowser
SPEED: ★★★★★
CRUISING SPEED: 57
ACCELERATION: ★
WEIGHT: ★★★★★
WEIGHT CLASS: Heavyweight

Behold the fastest kart in the game! Bowser's machine suffers from sliding out a little when powersliding, and is slow to accelerate, but can bash any other competitor off the field, and can pass any other racer along straights. It is even useful in Time Trials modes, but it's a little large for that. Karts with high acceleration are recommended.

Piranha Pipes

ASSOCIATED CHARACTER: Petey Piranha
SPEED: ★★★★
CRUISING SPEED: 57
ACCELERATION: ★★
WEIGHT: ★★★★★
WEIGHT CLASS: Heavyweight

This is an entertaining, if bizarre, vehicle. For a huge heavyweight kart, it has an amazingly tight turn and powerslide, but it suffers from low acceleration that's only compensated for if you constantly boost out of slides. Check out that weight—this is one kart every other competitor (except Bowser) needs to steer clear of!

Boo Pipes

ASSOCIATED CHARACTER: King Boo
SPEED: ★★
CRUISING SPEED: 55
ACCELERATION: ★★★★
WEIGHT: ★★★★★
Weight Class: Heavyweight

Couple the acceleration with the weight, and you can dish out the ramming damage with this ghostly pipe cart! The top speed is embarrassing, but you can quickly catch (and bash) rival racers without fear of being jostled by those weedy light and middleweight jalopies! Don't overlook this kart; it's great fun to drive!

Parade Kart

ASSOCIATED CHARACTER: Any Character
SPEED: ★★★★
CRUISING SPEED: 57
ACCELERATION: ★★★
WEIGHT: ★★★★
WEIGHT CLASS: Special

The best kart in the game may not have all statistics maxed out, but it handles like a dream, is incredible in every turn and powerslide, can shove all but the biggest competitors aside, and lands with almost no loss in speed after a jump. Its only potential problems are its width and a tendency to slow down over grass and mud.

DRIVETHROUGH: INTRODUCTION

Welcome to the main drivethrough section of this guide. Over the dozens of pages to come, you receive expert tutelage in kart racing. Before you turbo off the starting line, read through the "Training," "Character," "Kart," and "Item" sections. Then check out this information on how the drivethrough is sectioned off.

The Overview

You must complete five main Cup tours to unlock everything except the Staff Ghosts in *Mario Kart: Double Dash!!* These are the Mushroom, Flower, Star, Special, and All Cup tours. Details on how everything unlocks is shown in "Secrets" at the back of this book. The drivethrough is split into five main sections showing each Cup.

Naturally, in Time Trials (or TT) mode, you get the option of racing any track you want. Time Trials strategy is included, but the specific tracks are shown in the order you can access them in the Grand Prix game. Then follows a brief overview of all the corners, twists, and turns that constitute one lap. After this is "Course Changes," which tells you if the track changes significantly from one mode to the next.

Mario Kart Map Madness!

After the initial information is a large and detailed map of the course. The map shows all the Item Box locations, the starting grid/finish line, and all the track's problem areas. TT waypoints are numbered, and Grand Prix or Versus waypoints are lettered. Each waypoint refers to a particular screen and piece of information in the drivethrough.

Finally, the map shows the racing line—the quickest route around the course. Follow this line as closely as possible, at top speed!

This involves drifting, powersliding, skidding, blue-powersliding, and taking corners properly. A plain line indicates acceleration. A yellow line indicates a yellow spark powerslide. An orange line indicates an orange spark powerslide. A blue line indicates a blue spark powerslide. A small explosion indicates a boost from a blue-powerslide. A Mushroom shows the preferred area to use one of your two TT Mushrooms (this applies to Grand Prix mode, too).

Follow this racing line to be assured of the very best TT times. In Grand Prix mode, follow the line if you're trying to catch a leader. But use common sense if the racing line takes you near a dangerous area, such as the edge of a track or a monster, as opponents may use your proximity to danger to their advantage and attack you. Once you learn the racing line, you can judge when to follow it and when to take a more leisurely approach.

Beating a Course to Victory!

Under the initial "Course Changes" information is a list of factors that help you understand the track:

DIFFICULTY: This shows how hard it is initially to complete the course on any mode. Ratings range from 1 (easy!) to 5 (insanely difficult!).

TT DIFFICULTY: This shows how much more difficult it is to finish the course in Time Trials mode and unlock the Staff Ghost.

NUMBER OF LAPS: This shows how many circuits of the course you have to complete. The number is usually 3, but it can range from 2 to 7.

BEST LAP TIME: This is the quickest lap that Prima's dream team of crack drivers managed to record in intensive Mario karting. Your challenge: Beat this score!

STAFF GHOST ACCESS TIME: This reflects the threshold Time Trials score needed to activate the Staff Ghost. If you take longer than this time to complete a course, the Staff Ghost won't appear when you retry the

course. Complete the course in less time than this, and when you retry the course, the Staff Ghost is visible when Time Trials start (after you've accelerated off the grid).

PRIMA CHALLENGE: Beat the total course time we posted during our insanity-driven karting practice, and we bow to your superior racing skills! Beat our time and call yourself a true Mario Kart: Double Dash!! expert!

PREFERRED TT KART: We've tested all the karts in the game. The kart or karts mentioned here reflect our recommendation for anyone attempting to claim the fastest course time. But the karts are our personal favorites. You may have your own, so choose this kart only if you consistently fail to score a good lap. The Parade Kart is our favorite on many courses, and it isn't available until you've finished the All Cup Mirror mode. Concentrate on beating all the Grand Prix modes, unlock everything, then go back with a full kart collection to start beating those TT times!

Undulation Information

The next information snippets reveal all the terrain types on a circuit and how they affect your maximum speed. The first is "fast," usually the track tarmac itself. Second is "medium," usually a banked turn or light grassy area that slows your kart down a little. Third is "slow," which usually means areas of dark grass or mud that slow your kart to a crawl.

Finally, "danger" details the elements on the course that can cause you to stop completely and lose valuable time, such as monsters, drops into water, or worse! The elements of danger are detailed in the next part of the drivethrough—"Course for Concern."

Time Trials and Tribulations

Now comes the meat of the drivethrough, a step-by-step lap of the circuit, highlighting when to slide, drift, and boost, and which racing line to use. We mention waypoints so you can cross-reference the racing line to the map and know exactly when to make a tactical skid. We tell you how to cut corners and avoid hazards, and when to use the Mushrooms you're carrying in TT mode.

At the end of the lap, we reveal the Staff Ghost secret. This tells you who's hiding in TT mode in each course and how they approach the course.

Grand Prix and *Versus* Grand Plans

The next section details course areas in the order you encounter them, in those cases in which information pertaining to Grand Prix *and* Versus modes is relevant to success. Such info includes where to find Item Boxes, when vehicles or obstacles appear, and when to fire weapons or lay items that you pick up.

After this comes a section on playing against human competitors, showing potential ambush points. These are areas where you can zoom ahead of a foe, lie in wait, then dash out and pummel them with your items.

NOTE

All the Time Trials, Grand Prix, and Versus mode information can be used in Grand Prix and Versus modes; the strategies are interchangeable.

Finishing Up the Track Information

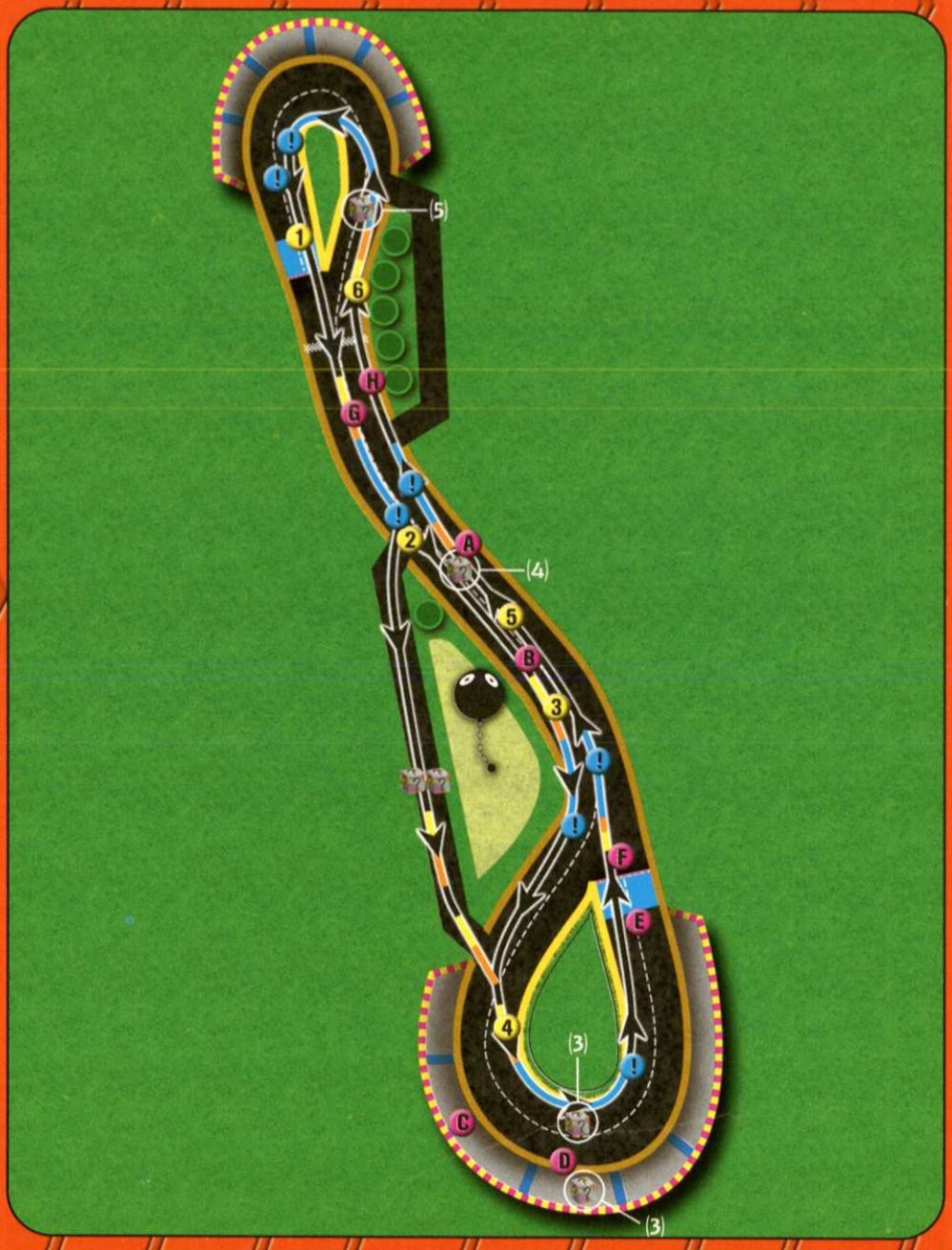
Finally, each course strategy ends with a "Double Dash Double Take!!," a box listing cool Easter Eggs, billboard signs, and other stuff you might miss while zooming around the track. After this is Mirror mode, which shows a mirror image of the map, complete with all the waypoints, markings, and racing line.

All the strategy presented earlier is relevant to this mode. Just change the word "left" to "right" and vice versa, and you're up to speed on Mirror mode. Note that there is no Time Trials option in Mirror mode. The racing line is included to show you how to take corners efficiently.

At the very end of each Cup drivethrough are details on how to unlock all the secrets contained within the Grand Prix mode of the Cup, for all cc types (50, 100, 150, Mirror). Skip this section if you want to be surprised by your rewards. Practice that turbo start, learn which blind corners to leave a banana behind, choose your favorite character, and let's ride!

MUSHROOM CUP

Course #1: Luigi Circuit



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

The Luigi Circuit is a short oval track with a larger southern U-turn and a large banked turn. There's a hill to the southern end and up to a shorter banked U-turn in the north. In 100cc and 150cc, the track changes. A central barrier is lifted and two side tracks appear, the one with the Chain Chomp on the west side is a shortcut.

COURSE CHANGES

In 50cc Grand Prix and Versus modes, you cannot cross a central barrier marked with green and white blocks. In 100cc and 150cc Grand Prix , Versus modes, and Time Trials mode, the barrier is missing and exposes oncoming traffic.

In 50cc Grand Prix and Versus modes, the tarmac shortcut (with "?" Box Power ups) is to the left of the Chain Chomp. Don't cross it unless you have Mushrooms. In 100cc and 150cc Grand Prix, Versus modes, and Time Trials modes, you can drive onto the tarmac and two double "?" Boxes.

Toward the north end of the course in 50cc Grand Prix and Versus modes, there is grass to the right of the road. In 100cc and 150cc Grand Prix, Versus modes, and Time Trials modes, the grass area has been widened to accommodate a tarmac side road and two double "?" Boxes. Other changes: the Chain Chomp remains stationary and subdued in Time Trials. It moves to attack the nearest karter in Grand Prix and Versus modes.

Difficulty: 2|5
TT Difficulty: 3|5
Number of Laps: 3
Best Lap Time: 00:29:235
Staff Ghost Access Time: 01:29:000
Prima Challenge: 01:27:500
Preferred TT Kart: Bowser's

UNDULATION INFORMATION

FAST: Tarmac, brown tarmac edge
MEDIUM: Banked turn (without speed strip), grass
SLOW: Dark grass, sand
DANGER: Chain Chomp

Course for Concern

A Chain Chomp that lunges at the nearest karter. Stay out of reach, or it knocks you back. The Chomp is docile in Time Trials.

Time Trials Tactics

After a perfect turbo start, line up your kart so it hits the speed strip and you pass near the left barrier. When you land, you have a short amount of time to reach the inside curve near the Chain Chomp.

TIP

Although it's often advantageous to use a Mushroom when you land from a jump, the speed stripe keeps your acceleration up, so don't waste a Mushroom here.

One option is to blue-powerslide into the side road before the first turn, making the turn as close to the grass and boundary marker as possible.

Once you're on this strip of tarmac, point your kart toward the huge south bend ahead. Use a Mushroom to turbo over the sand, then start the powerslide around the large bend. Only attempt this twice, using a Mushroom both times.

If you don't have a Mushroom, stay on the main raceway to the left of the Chain Chomp and blue-powerslide around, making a drifting right turn. Cut the corner by sliding across the brown road edge, but don't hit the grass!

Swing the kart and make a long left turn around the north bend. Blue-powerslide as close to the inside of the turn as possible, so that you're inches away from the sand—but don't touch it.

Boost when you're halfway around the corner, then attempt a second blue-powerslide, staying inches away from the strip of grass and sand on the inside. Boost out of the turn, pass the large Luigi sign, and head over the speed strip, staying to the left.

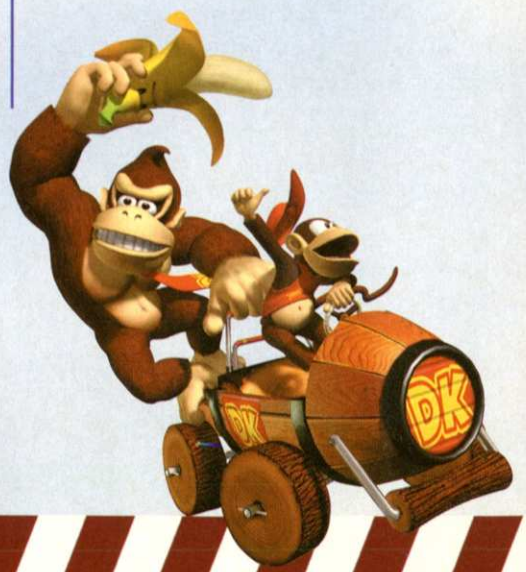
TIP

In Time Trials mode, the series of speed strips at both ends of the course may look to give you greater speed, but the it takes longer to navigate the banks than to powerslide around the inside curve. For fastest times, forget those banked turns.

Head uphill and blue-powerslide as the ground rises, skidding right into the inside bend. Attempt a second blue-powerslide when you can see the bend ahead. If you aren't taking the Chain Chomp shortcut, use a Mushroom to increase your speed up this hill.

Ignore the tarmac to your right as you blue-powerslide along the right turn just before the U-bend. The tarmac doesn't offer as much time to powerslide and the entrance is tricky to negotiate. Instead, make sure you have a straight racing line for the sharp left turn ahead. You can use the brown road edge to perfect your line.

For the final turn, skid out slightly and whip the powerslide so you're skidding around the inside of the bend. Quickly tap ➔ so you blue-powerslide. Turn your kart so that it points at the striped barrier as you emerge from the corner, then turn right and boost to straighten. Stay close to the left side of the course.



STAFF GHOST SECRET!

DRIVER: Luigi

PASSENGER: Mario

KART: Mario's Kart

Luigi and his brother Mario are incredible karters. If you can keep up with them, you see them turbo-powerslide around the south bend twice, keeping insanely close to the inside line. You also see them turbo-powerslide uphill and swerve around the north bend with shocking precision. They even take the shortcut past the Chain Chomp on the second lap and cut across the sand with a Mushroom.

Grand Prix Plans

The first line of four Item Boxes are here (note that there are four on either side of the divide in 50cc mode, so you snag some as you ascend). Snag a favorite item as you pass, and don't forget that you pass through the same Item Boxes on the way back up to the start of the course.

As the race progresses, a great way to panic the other racers is to lay obstacles to the left of the Chain Chomp. Your competitors have to slow down and swerve left or face a smack by the Chomp. Use the side route or drive through the obstacles if you can.

The banked turn at the south end of the track may not provide a quicker route, but it sure is fun to ride over the five speed strips! You also can drive onto the upper part of the track to avoid obstacles, or powerslide to avoid shells. There's a lot of room to maneuver here, so lay ground items.

At the southern end of the track is a line of six Item Boxes, two of which are double boxes. Aim for the double ones, or place an upside-down Item Box behind a double for a cunning trap!

Before you drop onto the lower ground and use the speed strip, survey the track ahead. A red shell or other offensive object can easily be launched in this wide-open space.

Landing points are fantastic places to put bananas, because competitors can't steer once they're airborne. Set up two or three obstacles here as the laps progress.

As the race progresses on 100cc or higher, and if you're extremely adept at karting, you may see oncoming racers on the left side of the track. Knock into them if you have a heavy kart, use a Star Power up, or fire a green shell. If you're playing the 50cc course with the barrier in the middle, throw bananas across to the other side. If you're playing co-op, are adept at bashing your foe, or have Princess' Special attack, you can steal items, too.

The north end of the course has three speed strips to careen across, but use them only if the course to the left is crowded. For speed, stay low and power-slide around.

Versus Play Hide and Seek

To pulverize your foe, try out these hiding places. The first is in front of the green pipes on the right side track near the Chomp. The pipes provide cover, allowing you ambush.

The side tarmac area near the Chomp is also a great place to wait for your foe (out of Chomp reach). If your opponent always takes this shortcut, add obstacles here.

Check out Waluigi as he surveys the entire track from this vantage point! You can be seen on the map, but your opponent may not know you're on top of the banked corner. This spot provides cover and a great place to zoom down behind your competitor. You can also fire at them as they appear on the horizon or pass you.

Another sweet spot is the second tarmac point in the northeast area of the track. Wait here with an offensive object; the barrier to your left shelters you from some of your opponent's attacks, as long as your foe doesn't sneak up the side track behind you.

The final hiding spot is just before the finish, at the end of the banked turn. Don't stop here, because you'd be an easy target. Instead, patrol this zone with a highly offensive weapon and strike your opponent as he rounds the corner.

DOUBLE DASH DOUBLE TAKE!!

It seems that the Super Mario Bros.® co-sponsor all the advertising in this circuit. Check out the boards around the track hawking Luigi Tires—he's even got his own Luigi Grand Prix blimp! Looks like that ghost-hunting money he made in *Luigi's Mansion*™ came in handy!

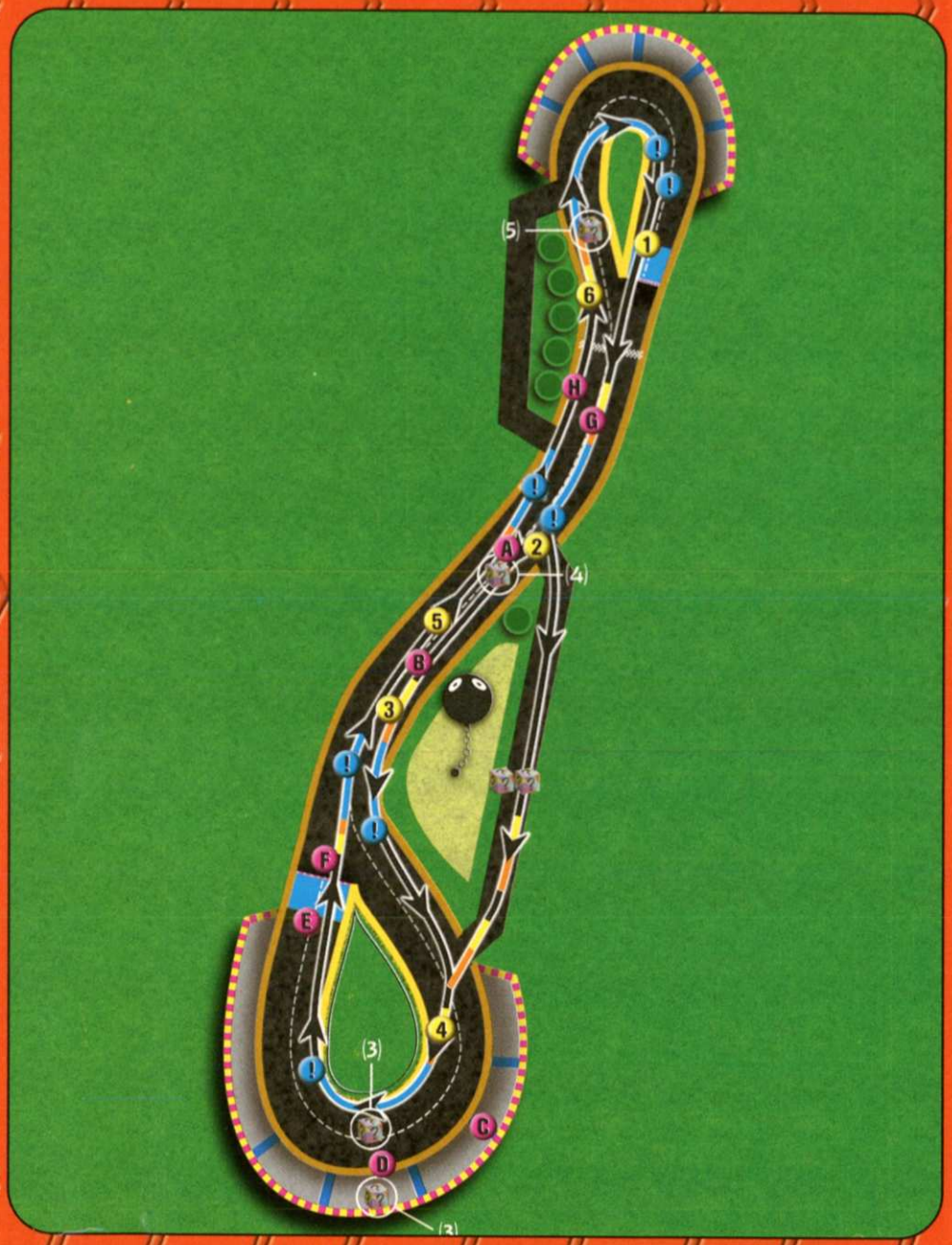
(CONTINUED)

Luigi collected more than 100 million G during his *Luigi's Mansion*™ exploration, so he went and built that A grade mansion next to his circuit!

Mirror Mode

When you unlock Mirror mode, you can replay 150cc Grand Prix and Versus modes of this course. All the tactics work for this new setup, but the maps are a mirror image. For the Mirror version of this course, use Luigi's Circuit drivethrough, but substitute "left" for "right," and vice versa.

Mirror Map #1: Luigi Circuit



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Course #2: Peach Beach

Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

You start in the middle of a long cobblestone straight. There's a long right turn onto a beach, where you have free rein to maneuver as close to the track or ocean edge as you wish. A secondary route over a ramp and island is optional. Under a pink rock arch, a second smaller beach is visible, followed by a left turn, then a long drift right to an incline leading to the straight.

COURSE CHANGES

In Time Trials mode, no Pihanas roam the beach. In Grand Prix and Versus modes, three Pihanas are on the first part of the beach, and two are on the second.

Difficulty: 1|5

TT Difficulty: 2|5

Number of Laps: 3

Best Lap Time: 00:26:619

Staff Ghost Access Time: 01:18:000

Prima Challenge: 01:16:500

Preferred TT Kart: Bullet Blaster

UNDULATION INFORMATION

FAST: Cobblestones, sand, wave edge
MEDIUM: Grass
SLOW: Light-blue water
DANGER: Dark-blue water, ocean, Pihanas

Course for Concern

Submerging your tires in light-blue water slows you to a crawl. If you hit the dark-blue water or jump into the ocean, you sink and Lakitu has to rescue you (losing 5 seconds).

Pihanas wander Peach Beach. They run toward you if you drive near them, then flip you into the air. Ignore the Pihanas, fire a shell at them, or run into them with a Star so they fall upside down into the ground. Use Lightning to submerge all Pihanas.

Time Trials Tactics

After an impressive turbo start, quickly turn to the right side of the road, just before the bend. Apply the powerslide, flick the Control Stick until your sparks are blue, boost, and attempt a second blue-powerslide.

As you reach the beach, stay on the cobblestones to the right, which offer better traction. Then boost from your blue-powerslide straight across the sand.

Learn the pattern of the waves coming in from the ocean. Assuming you can achieve lap times of around 28 seconds, follow the shadow of the wet sand, then drift facing left around the incoming water on the first lap.

On the second lap, the waves lap farther up the sand. If you race straight, you can speed through the edge of the wave without slowing down. Or you can skid in a long left curve around the water.

On the final lap, the seawater isn't quite so far inland, meaning you can stay on the periphery of the lapping water at the south end of the beach. Again, skirt around or through the edge of it, aiming for the pink rock formation ahead.

NOTE

The waves lap inward differently in Time Trials and Grand Prix modes. They also lap across the beach more often if you're in Grand Prix mode, or if you make a mistake and slow down.

caution

Don't use the island ramp near the palm tree in Time Trials racing; it's completely out of the way.

When you reach the pink rock arch, powerslide and drift around the right corner on the cobblestones, as close to the grass as possible. Stay closer to the grass and boost out, pointing toward the corner of the grassy bank ahead.

Quickly regain control of your kart and head through the very edge of the wave water. Turn around the longer, tight bend with the grassy bank on your right. Powerslide and drift, staying as close to the grass as you can. You can skim the edge of the grass without losing speed.

When you reach the end of this corner, skid onto the cobblestones, close to the right wall. On two of the three laps, use a Mushroom to power up the light incline.

The long straight heading north lets you get up to maximum velocity, but you can decrease your time by coming out of the incline on the right side of the road. Gradually move to the left as you pass under the pink tire so you have room to move when you slide around the corner to the beach on your second lap.

STAFF GHOST SECRET!

DRIVER: Peach

PASSENGER: Daisy

KART: Bloom Coach

The two princesses have teamed into a formidable force. They always blue-powerslide and boost twice around the first bend, stay on the cobblestones just before the sand, and keep straight toward the pink rock arch. You can catch them if you stay near the edge of the waves, take the right bend, then the last right bend onto the cobblestone incline, skidding along the right edge of the path.

Grand Prix Plans

The first four Item Boxes are in the middle of a long, sharp right bend that leads to the beach. Stock up on goodies quickly. The wide beach expanse is perfect for hunting down foes.

After you land on the sliver of land after the ramp, catch up with a Mushroom (if you have one). Stay between the waves. The water is deep and dangerous on either side of the land strip.

In the first lap, the wave stays away from the beach, allowing you to shoot straight over the sand. On the second and third laps, the beach waves come rolling in, slowing you down if you take the same shortcut. Instead, head to the right, drifting around the incoming water.

The ramp to the left of the beach is much slower, but it features two double Item Boxes at the top of the speed strip ramp. Grab an Item Box to make your detour worthwhile.

After you land on the sliver of land after the ramp, catch up with a Mushroom (if you have one). Stay between the waves, however. The water is deep and dangerous on either side of the land strip.

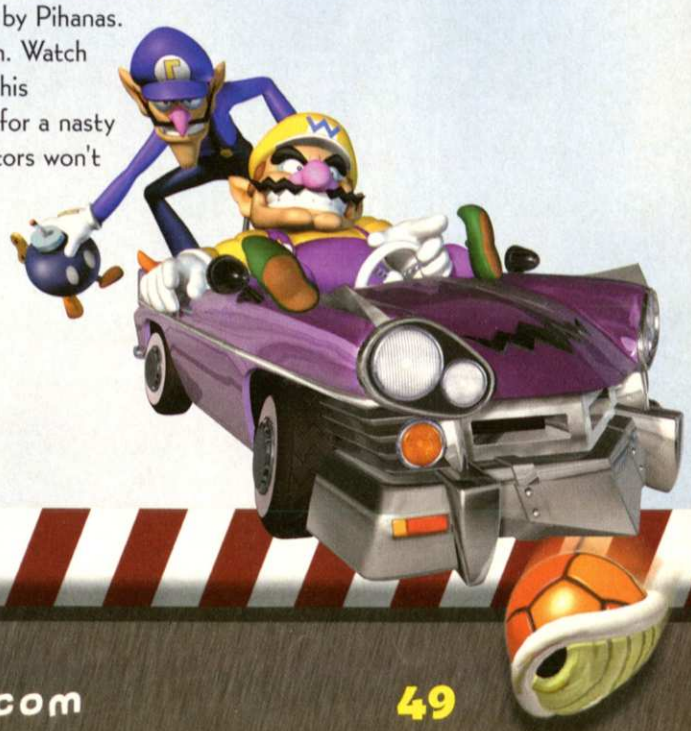
At the pink rock arch, place a reverse Item Box here, because the second set of Item Boxes under the rock formation are scattered rather than lined up. Place the trap on the cobblestones where the leader is likely to be traveling.

The second beach is patrolled by Pihanas. Zoom between or around them. Watch out as you powerslide around this corner—it is the perfect place for a nasty banana surprise! Your competitors won't have time to react.

The final series of Power ups on this course is on the incline leading to the cobblestone straight and the finish line. These Item Boxes move quickly from left to right, so you can easily miss them. Plow through the middle or to one side to grab an item. Leave a present here or on the final straightaway for your foes to find.

Versus Play Hide and Seek

This track has a super-cool secret pipe! After the starting straight, skid to the left onto a short side road and into a huge green pipe entrance.



A second later you're launched into the sky, traveling in the opposite direction, back onto the track. You can grab a double Item Box and launch any offensive shells or attacks you want before rejoining the throng of racers.

After the cobblestone turn onto the beach, speed over to the loading dock near the ocean and the cruise ship. While your competitors maneuver to reach this point, carefully move around the crates to a well-protected edge and ambush them as they pass. Don't fall in the ocean!

After the cobblestone incline that heads up to the finish line, racers with a good lead can stop, skid around the fountain, and grab one of two double Item Boxes here. This is useful only against human opponents; computer drivers only want to race.

You can drive around the back of the fountain for the Item Boxes, then rejoin the race track or lie in wait for an unsuspecting enemy to pass. Launch an attack or sideswipe them. Surprise!

DOUBLE DASH DOUBLE TAKE!

Did you see the gigantic cruise ship moored to the side of the harbor? That belongs to Princess Peach. The Sunshine is your port of call later in the racing season.

Check out the Pianta Statue fountain just before the finish line, then look at the area again when you're playing LAN Versus mode. The statue has been replaced by a huge Star.

Mirror Mode

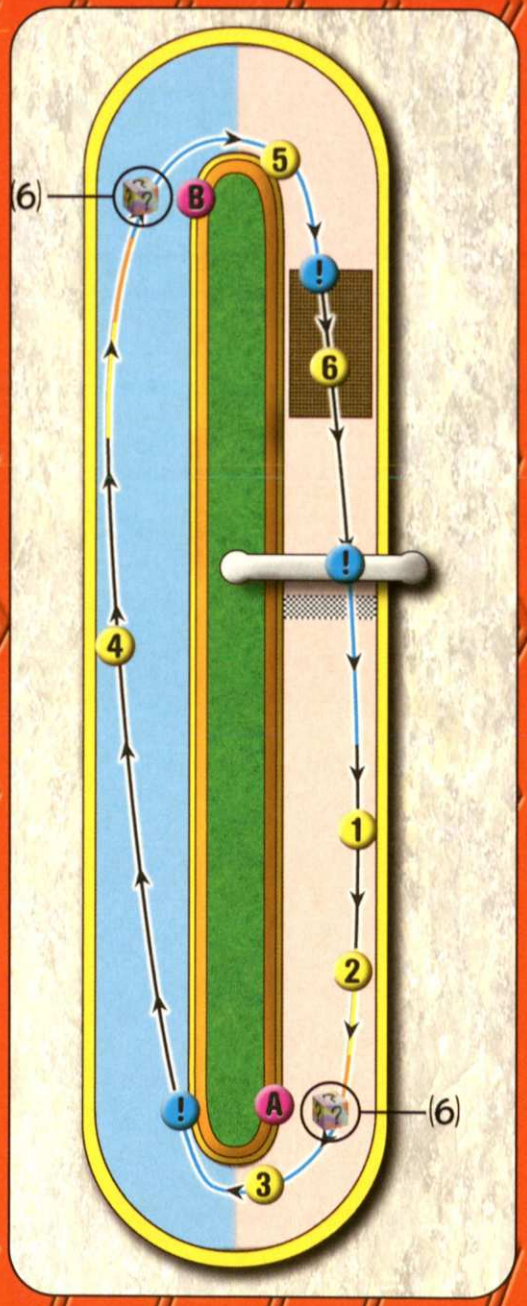
As soon as you unlock Mirror mode, you can replay 150cc Grand Prix and Versus modes of this course. All the tactics work for this new setup, but the maps are a mirror image. Use the strategies for Peach Beach's drivethrough, but substitute "left" for "right," and vice versa.

Mirror Map #2: Peach Beach

Legend

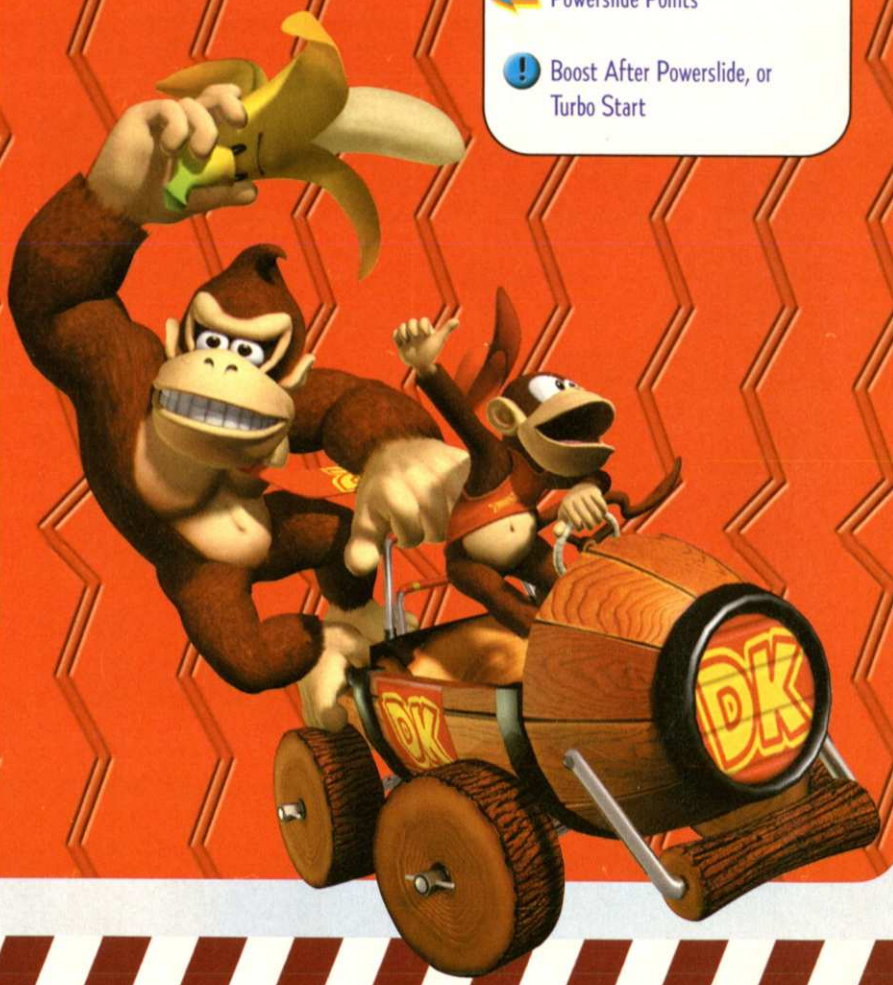
- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Course #3: Baby Park



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start



Overview

This is an extremely simple track, useful for testing your karts. It is a classic oval shape with two sharp U-turns at either end. Facing south, drift around the southern U, straighten out, then attempt another right turn before completing a lap. Because the laps are short, seven are attempted instead of the usual three.

COURSE CHANGES

There Power up blocks are removed from Time Trials mode.

TIP

Baby Park is a very simple course that you should perfect before any of the others. It lets you test the handling and speed of all the karts in your collection, and enables you to practice powersliding and drifting techniques.

Difficulty: 1|5
TT Difficulty: 3|5
Number of Laps: 7
Best Lap Time: 00:10:042
Staff Ghost Access Time: 01:13:000
Prima Challenge: 01:10:500
Preferred TT Kart: Bullet Blaster

UNDULATION INFORMATION

FAST: Pink tarmac, grating
MEDIUM: None
SLOW: None
DANGER: Orange metal track sides

Course for Concern

The orange metal strip surrounding the inner and outer course edges is impenetrable. Don't hit it; just scrape against it if you're drifting around an inside turn. Hitting the metal slows you down. You can fire shells or bananas over the central part of the course.

Time Trials Tactics

As soon as you launch from your turbo start, swing out to the left of the rack in a right-turning powerslide. You should have plenty of time to tug the Control Stick to the left as you approach the south U-turn.

Because you started the powerslide so early and the track is so flat, wide, and obstacle-free, you can start to drift as your sparks turn orange and blue. The trick here is to drift toward the very edge of the inside corner, lining yourself up without slowing down.

Line up your drifting blue-powerslide so you almost skim the orange inside corner edge. To record the fastest times, scrape the front of your kart into the orange inner curve.

As you emerge from the south U-bend, point your kart to the right, into the orange inside track. Then boost and straighten out. If you come out of the powerslide too close to the left side of the track, you waste a load of time. Accelerate forward.

In the straight-aways, north and south, attempt at least one blue-powerslide with quick Control Stick tugs until your sparks turn blue. This small boost shaves tenths of seconds off your time. Use a Mushroom just after your boost has finished once you speed out of the corner.

At the north U-turn, employ the same technique as you did earlier. Take a wide swing to the left so you can drift almost sideways around the corner, then start the powerslide skid and swing around close to the inside curve.

Watch out! If you don't drift with enough power, miscalculate your skid, or badly time your swerve, you can hit the orange inside curve marker. You won't bounce over; you end up facing the wrong way. Mamma mia! Start again if this happens.

The mesh floor doesn't slow you down and is a great way to gauge when you're about to complete a lap. You drive over the mesh just before the finish line. Try a quick blue-powerslide on this area. Repeat the plan for the remaining six laps.

STAFF GHOST SECRET!

DRIVER: Baby Mario

PASSENGER: Baby Luigi

KART: Mario's Pram

This is how an oval course should be driven! Baby Mario likes to swing out wildly to the left when the action starts. He actually hits the inside orange road edge while skidding around the U-turn, but the knock doesn't slow him down. Farther along, he blue-powerslides on the straight and never comes out of a corner too wide.

Grand Prix Plans

The first line of six Item Boxes is presented before the southern U-turn. Make sure you're fully drifting and aim to slide the side of your kart into the box itself. Watch for cunningly placed items just behind this line, because the drift makes it more difficult to dodge them.

The second line of six Item Boxes is just before the northern U-turn. More items are likely to be moving around or hiding behind the boxes.

When you're in first position during Grand Prix mode, keep a green shell handy to deflect red shells and other incoming missiles. This also helps you rid yourself of a competitor on your tail.

Another benefit of being in first place is being able to remove the slowpokes bringing up the rear. Make them pay for being sluggish by aiming a green shell or two their way.

In crowded sections, it's difficult to avoid strewn items, so blast your way through. If you're closing in on an opponent, launch a shell. If it's green, aim it where your foe will be when the shell arrives, not where your adversary is now.

Watch out! If you're in first place, you're on the receiving end of red shells. Avoid these by drifting, then boosting just as the red shell is about to strike. Fire red shells as you round a corner so that the projectile travels quickly down the straight, instead of zooming around the next bend where it could miss.

One of the most devious ways to get back at foes is to fire your green shell across the central median into traffic on the opposite side of the track! Be wary of incoming shells from the right in particular.

Drop bananas behind you on a closing enemy, or throw them forward (the X or Y Button and ↑) at foes that have passed you. Aim carefully and plant the banana in the middle of the track. Fire as you emerge from a corner, so your aim isn't affected by swerving to the right.

Large characters and heavier karts can ram opponents to the side. Passengers can steal objects and you can slow down smaller competitors if you sideswipe an enemy. Keep control of your kart, though!

Versus Play Hide and Seek

On this large oval course with no corners to hide behind, offensive shells and bananas become much more deadly. Lay a banana along the straights, just after the opponent has slid out from the U-turn. Watch to see where the foe usually straightens out and plant a banana there. Another fine place is on the inside edge of the U-turn, preventing your foes from achieving the perfect racing line.

In an enclosed space with more laps, the number of nasty items in close proximity rises. Drift deftly around any items you or your opponents have laid previously, lest you suffer an embarrassing crash.

Shells are extremely powerful against a human opponent because there's no time to react. You can fire them across the central median or at the Item Boxes near the inside edge of the corner just as your foe attempts to squeak by this area.

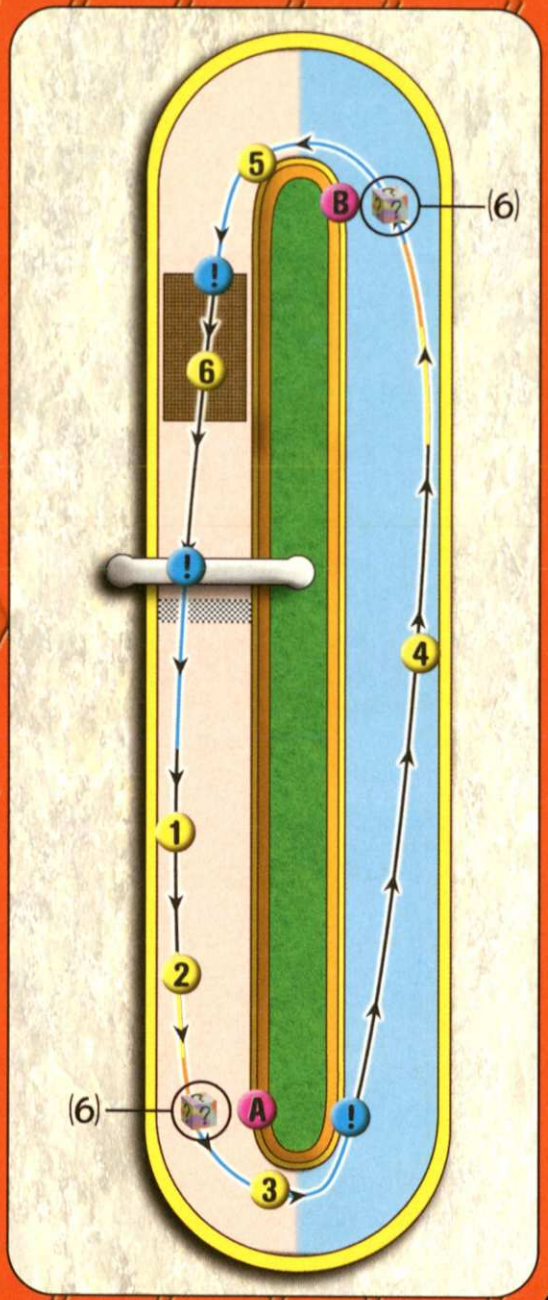
DOUBLE DASH DOUBLE TAKE!!

The Baby Park raceway is but one of the many rides in Pinna Park (located on Isle Delfino). Check to the left and right to see billboards for two more rides—Bowser's Ship and Kamek's Magic Show. Who's Kamek? He's the wizard leader of the Magikoopas (first appearing in *Super Mario World*®)!

Mirror Mode

When you unlock Mirror mode, you can replay 150cc Grand Prix and Versus modes of this course. All the tactics work for this new setup, but the maps are a mirror image. Use the strategies for Baby Park drivethrough, but substitute "left" for "right," and vice versa.

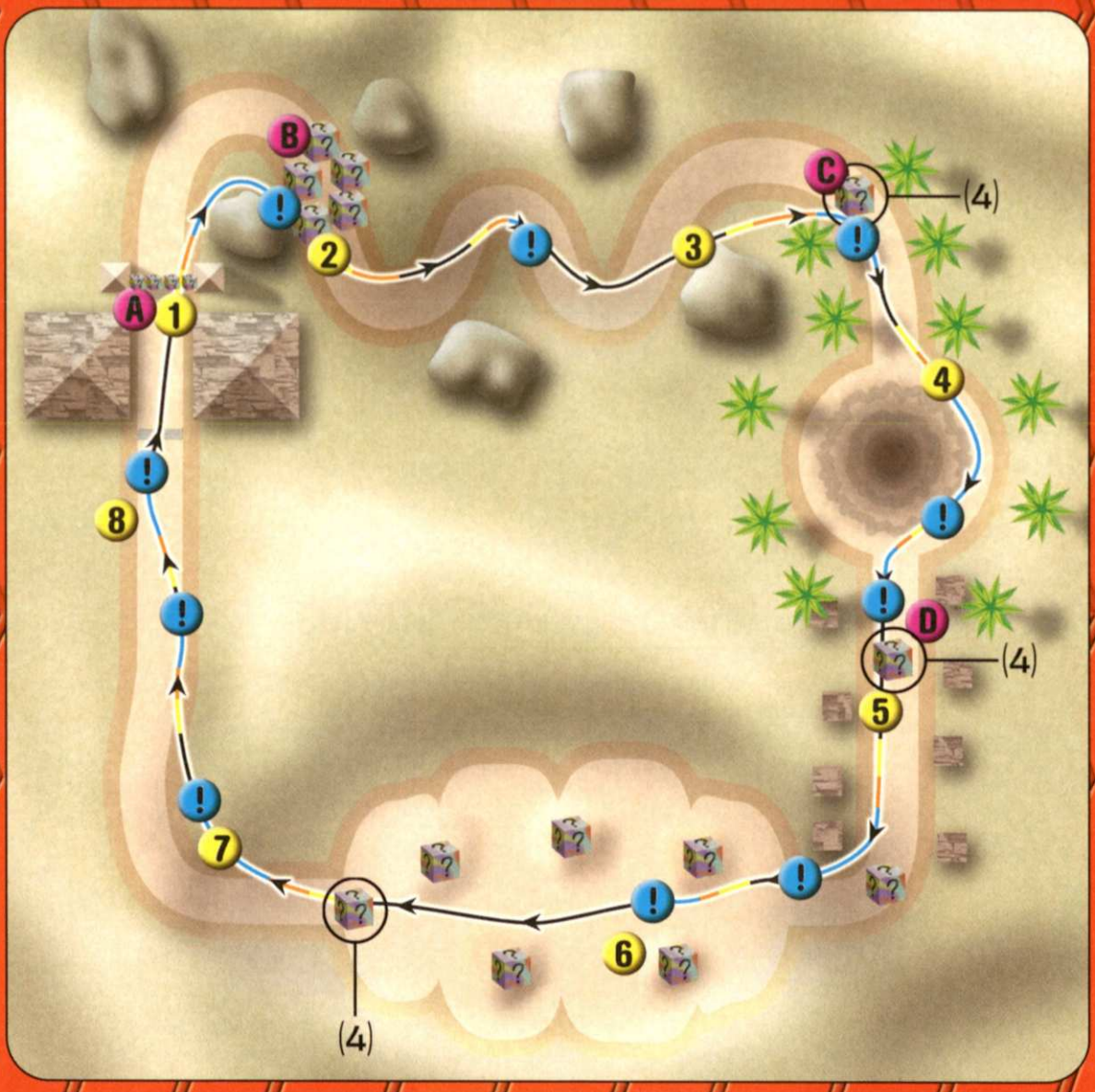
Mirror Map #3: Baby Park



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Course #4: Dry Dry Desert



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

This square-shaped track starts with a long right turn, then a tricky left-right-left path along the northern part of the track, another long right turn, and then the choice of two routes around the edge of a circular quicksand pit. Once through that, another long right turn ends with a hilly arena zone, followed by one final right turn, and a slight kink in the course before the finish line.

COURSE CHANGES

The number of Pokeys appearing on the course varies. All Pokeys appear in Grand Prix and Time Trials modes. In Versus mode, the three Pokeys in the tricky corners before the quicksand disappear, as do the two at the top of the bend leading to the hilly arena and the smaller Pokeys on the sides of the arena.

Difficulty: 3/5
TT Difficulty: 5/5
Number of Laps: 3
Best Lap Time: 00:36:707
Staff Ghost Access Time: 01:52:000
Prima Challenge: 01:51:159
Preferred TT Kart: Parade Kart

UNDULATION INFORMATION

FAST: Light-yellow sand
MEDIUM: Yellow sand
SLOW: Orange sand
DANGER: Quicksand, giant Piranha Plant, twisters, rocks, columns, Pokeys

Course for Concern

The large circular area on the track is a pit of quicksand that slows you down. If you're caught, even a Mushroom won't save you. You fall backward into the mouth of a giant Piranha Plant! Stay on the very edge of the pit.

A giant twister roams this track. If you're caught in it, you're launched upward, then thrown to the ground, wasting three seconds of time.

This track has numerous rocks and manmade brick columns, all solid and impenetrable. Glance against one and you lose some speed; hit one head-on and you stop completely. Drift or slide around these obstacles.

The Dry Dry Desert is full of Pokeys of two sizes. They stand upright, then bend to one side, creating an arch. Zoom or drift through the gap in their arch, where you usually find an Item Box. If you're hit by a Pokey, you spin around. Only Stars and Lightning harm them.

Time Trials Tactics

To unlock the Staff Ghost on this track, perfect some insanely difficult driving techniques. The first is to ignore the lightest "track" sand; drive on the yellow sand next to it to cut some corners. From your start, powerslide before the last brick column on your right, drifting to the right of the rock ahead.

Keep the powerslide drift up and boost as you reach the edge of the rock, narrowly missing it. Head down toward a left-right-left path. Three Pokeys wait at each of the corners, but they are too far into the corner to hit unless you're wildly off course.

The trick to master these corners is to drift left, right, then left, skim the edges of orange sand and just miss the Pokeys. Flick your vehicle through each skid and quickly blue-powerslide. With practice, you should be able to skid in a straight line through the middle of the three turns.

On the second lap only, take extra care while negotiating the tricky corners; the twister will have moved to the right of the second turn. Don't drift too far, or you'll be caught in it!

Once you've driven through the middle of the tricky corners without losing speed, make a long drifting powerslide to the right in the yellow sand, to the right of the path, skimming (but not touching) the orange sand. Then boost forward onto the lightest road sand.

On the first lap, you spot the twister just before you reach the large circular pool of quicksand. Skid to the left of it to avoid being sucked up and losing time.

Head left and then drift right along the inside edge of the quicksand for the most efficient time. Don't boost until you nudge your kart left, coming out of the powerslide.

Boost forward just to the right of the left statue, then skid and quickly blue-powerslide to the left to gain more speed. Ahead are a long right turn and two more Pokeys in the middle of the road.

Stay to the right of the sandy path and start a gradual drifting powerslide, turning right. Start the drift right next to the second-to-last right column. Your kart should pass as close to it as possible without hitting it or the next column.

Continue this powerslide, passing through the gap in the middle of the right-side Pokey as it bends. Make sure the slide is one long drift; don't change direction or you'll hit the Pokey or the column to the right.

On the second and third laps of the Time Trials, the Pokey bends to the left, meaning you don't need to be as precise when drifting along during your long right turn and downhill acceleration. You still need to slide the rear of your kart as close to the Pokey as you can, though.

Powerslide to the right of the Pokey at the base of the hill, then swing left and skid around, blue-powersliding through the middle of the bumpy hill arena. Pass through the middle of the hills and attempt one or two blue-powerslides. This is a good place to use your Mushroom.

Now pass between two Pokeys, which are upright or bending outward for the first two laps. Skid to the right, up the yellow sand to the right of the path, and blue-powerslide up and over. Then boost toward the large stone arch.

The precision driving takes a turn for the fearsome on the last lap especially if you're attempting to beat a 38-second lap time. The two Pokeys standing before the last hill bend toward each other, and a twister appears over the hill. Pass to the right of the left Pokey's head and left of the twister—it's the fastest route! Then powerslide to the right.

Once you're over the brow of the final hill, make sure each lap ends with a blue-powerslide left, then another to the right, vaguely following the path and boosting twice to quicken your pace. The second blue-powerslide should boost you over the finish line to a well-earned victory.

STAFF GHOST SECRET!

DRIVER:
Birdo

PASSENGER:
Yoshi

KART:
Turbo Yoshi

If you still have functioning fingers after unlocking this pair of loony drivers, watch them take the course apart with amazing precision. They use the yellow sand on either side of the main path often, pushing almost straight through the turns before the quicksand and applying all the strategies previously revealed...but in a much more difficult-to-control kart.

Grand Prix Plans

This is the first series of Item Boxes. Four are spread over the sandy track and are easily snagged by the leaders. Be quick to take an item, then use it immediately because there's another set of boxes ahead.

A scattering of six Item Boxes are stationed just before the tricky corner, making this an ideal spot to quickly launch an item and pick one up. Try a reverse Item Box drop here to befuddle your foes.

As well as reverse Item Boxes, a good start of the tricky path is also a great place to put bananas. Your opponents slip and become mired in the orange sand.

The tricky corners are also a good place to throw your shells at an annoying foe. Why? Because they are easy to hit as they weave around the bends. If you strike an opponent, they spin into the orange sand and become bogged down.

The third set of Item Boxes lies on the ascending path toward the quicksand. Drift through the boxes, then scan the quicksand for an enemy or item to avoid.

The most devious of karters place items at the perimeter of the quicksand for foes to run into. Remember which side you put the items on, then take the other route the next time around.

Just after the quicksand, as the path bends to the right, there are four more Item Boxes to snag. There's no shortage of items here.

Head between the two Pokeys at the east end of the arena area for a double Item Box (unless it's been pilfered). This gives you two items to use while crossing the bumpy area ahead, and is a good place from which to survey the area and launch attacks.

The arena has about four small hills, each with an Item Box at its peak, and more boxes near two large Pokeys at the far end. Use the Item Boxes you need, but don't waste time skidding out of your racing line to snag a box.

After the arena, a good spot to annoy others is on the banked right turn toward the finish line of the lap. Place a banana over the brow of the hill to infuriate foes and entertain yourself.

An under-used area of combat is the straight heading north toward the finish. There, you can see competitors from afar and fire red shells with little chance of missing.

Versus Play Hide and Seek

The first good hiding place is behind the far side of the rock you see on the right, just after the start but before the tricky corners. You have protection, and the ability to ambush.

Across the road from the first rock, up the left embankment near the dark sand, is another rock to hide behind. You have a vantage point for all the Item Boxes, and if you move forward and turn right, you can see the racers zooming in from the starting point. This gives you space to aim a nasty surprise!

Columns also make good ambush points. Luigi waits near the quicksand, but you can hide behind columns all along the track. Zoom out behind a foe, or fire a shell as your opponent passes.

The arena along the south part of the track is a fantastic place to ignore racing and turn your competition into a survival outing. Zoom around the hills, grabbing Item Boxes from the tops of them or the Pokeys at either end, then hunt down your foe around the base of the hills.

The sphinx at the southwest corner of the track is another hiding spot. Although the ground is slow-going, you can surprise incoming enemies and watch the entire arena from here. A great ambush point!

The final ambush point is the other side of the starting stone archway, near the first line of Item Boxes. Wait here, then swoop in and fire at foes that complete a lap.

DOUBLE DASH DOUBLE TAKE!!

If you check the billboards around this circuit, you see signs for Sunshine Parts (your favored kart kits!), as well as a "Danger!!!" sign for the giant Piranha Plant. But have you inspected the ancient stone columns on either side of the tracks? Those hieroglyphics look familiar....

Mirror Mode

When you unlock Mirror mode, you can replay 150cc Grand Prix and Versus modes of this course. All the tactics work for this new setup, but the maps are a mirror image. Use the strategies for Dry Dry Desert, but substitute "left" for "right," and vice versa.

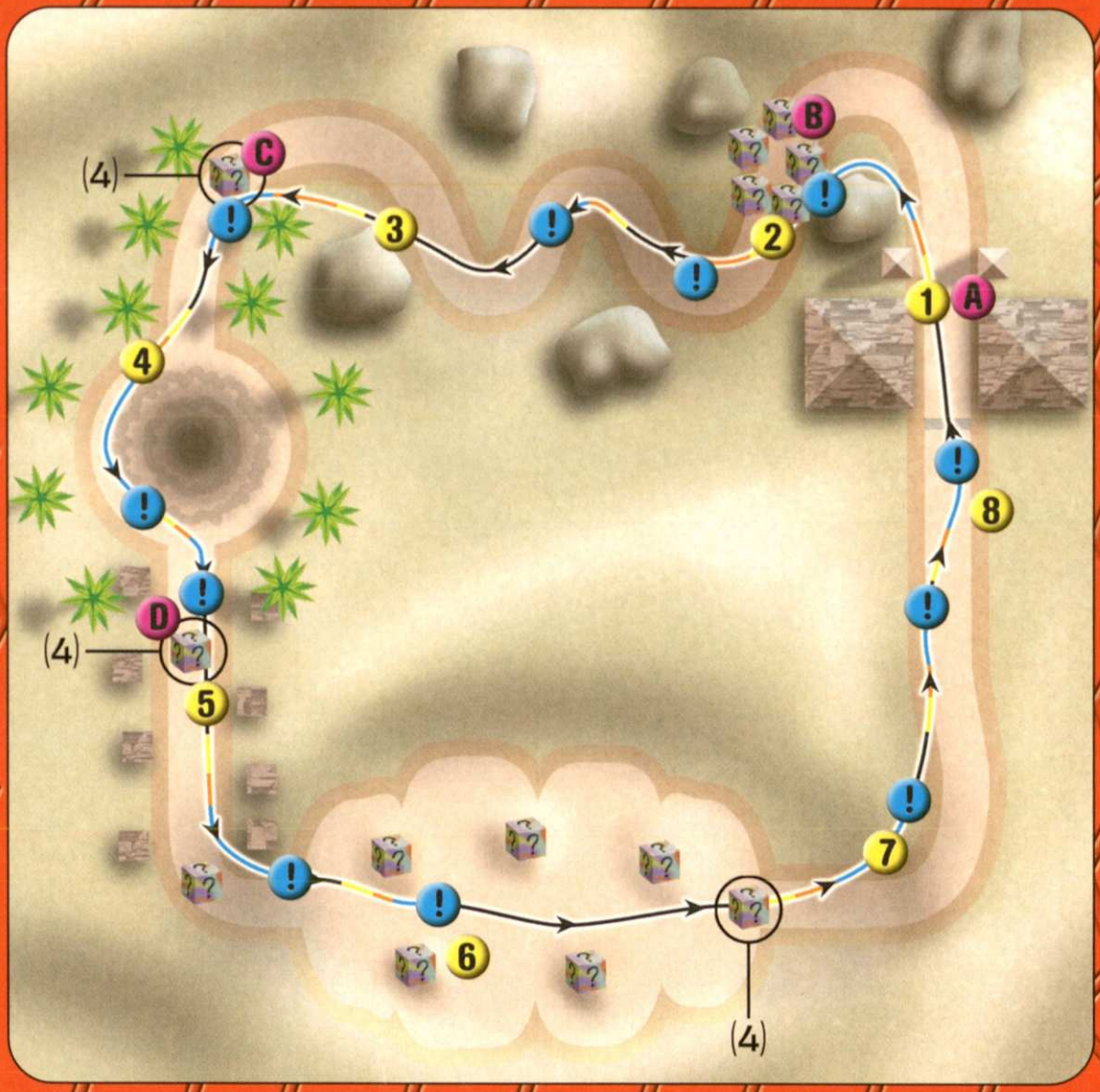
Completing the Mushroom Cup

You already know what time to beat to unlock the Staff Ghosts in Time Trials mode, and Versus mode yields no goodies. But if you win the Gold Cup by racing a Mushroom Cup Grand Prix (all four courses, one after another), you can accumulate a host of prizes. Remember, you get no prize other than a silver or bronze cup for finishing second or third, and nothing at all for placing fourth or lower! The goods are listed here:

MUSHROOM CUP GOODIES

Cup Type	First Place Reward
50cc	Green Fire Kart
100cc	Battle Buggy
150cc	*Luigi's Mansion™* Battle Mode Stage
Mirror	Toadette Kart

Mirror Map #4: Dry Dry Desert



Legend

1 Time Trial Waypoint	Item Box	Powerslide Points
A Grand Prix or Versus Waypoint	Racing Line	! Boost After Powerslide, or Turbo Start

FLOWER CUP

Course #5: Mushroom Bridge

Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Moving Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

After a long left turn into a tunnel (or a secret skid to the right, down a pipe and back onto the track), you emerge by Mushroom Castle. Make a long left, then a sharp right turn along the road. Turn left through a second tunnel before finally scooting along a bridge, either atop the arching sides or on the road beneath. Watch out for the traffic!

COURSE CHANGES

The Time Trials mode doesn't feature the Mushroom or Bomb vehicles.

Difficulty: 3|5

TT Difficulty: 4|5

Number of Laps: 3

Best Lap Time: 00:29:647

Staff Ghost Access Time: 01:31:000

Prima Challenge: 01:29:500

Preferred TT Kart: Barrel Train, Parade Kart

UNDULATION INFORMATION

FAST: Tarmac, mesh ground, sidewalks

MEDIUM: Grass and stone

SLOW: None

DANGER: Bridge arch support, vehicles

Course for Concern

Don't fall off the outer side of the Mushroom Bridge. This delays your race for 5 seconds while Lakitu rescues you. Drop onto the road below if you must scale the bridge support.

A host of vehicles drive around town, most moving in the same direction. The regular cars, trucks, buses, and the Wiggler Wagon all travel in your direction, but you must weave around them. Hit one and you spin out and lose speed. If you ram the Wiggler Wagon, you tumble and stop.

Bomb cars are a problem. If you ram or fire a shell into one at close range, you're either tossed into the air or spun around, losing speed.

Time Trials Tactics

When you boost out at the turbo start, steer to the left, then attempt a drifting powerslide close to the left fence. Drift to the right of the bus on the road's left side (narrow vehicles can skim between it and the fence).

If you keep your speed up and achieve 30-second laps, you find the red car in the initial corner on lap two. Play it safe and skid to its right.

Into the tunnel, boost forward from the blue-powerslide. As you reach the exit, start another drifting powerslide, staying close to the road's left side.

As you appear out of the tunnel, drift your kart close to the fence. As the corner turns to the left and opens up, boost down by the side of the fence, then cut to the right across the center of the road.

As you emerge from the tunnel on the second lap, time your drifting powerslide around the truck. Remember, the traffic is different on each lap!

Just out of the tunnel on the third lap, take the drifting left powerslide a little wider to accommodate a red car on the left side. Skid around its right side.

Powerslide as you near the right turn. As you round the corner, boost forward.

Continue accelerating and you spot a red car. Overtake it on the right, between the car and the right-side fence.

As you enter the tunnel, begin a long blue-power-slide around the inside of the tunnel road, almost scraping the side fence. Powerslide between the yellow car up ahead and the fence along the left side of the road.

Keep up the powerslide, and don't let go as you pass between a truck on the left, the side of the road, and the fence. Don't twitch or move your kart into the truck, or you spin out.

As you take the left corner through the second tunnel on the second lap, you find no vehicles to hit. The drifting is easier.

On the third lap, move to the left of a coach on the road's right side before the tunnel entrance, then skid around the right side of this farm truck. This truck hasn't been seen in this part of the tunnel before.

Continue your drift on the third lap. The P-Wing Express truck is on the road's left side before the exit. Scoot your kart between the fence and the truck with a continuous powerslide, or continue the slide to the right.

As you spot the Wiggler Wagon on the right and emerge from the tunnel, end your powerslide with a boost. Stay close to the left fence and aim your kart through the gap between the fence and the red car as you head for the bridge.

As you exit the tunnel on the second lap, be aware of a Peach Coach on the left side of the road. Try to squeeze between the left fence and the coach.

On the third and final lap, move between the left fence and the blue coach just before you enter the bridge to shave seconds from your time.

Crossing the bridge is a great place to turbo away with a Mushroom, but save one for the second and third laps. This move is quicker and safer than short blue-powerslide bursts. The rest of the course has too many turns to powerslide around to be good for using Mushrooms.

Stay to the far left on the bridge. Pass to the left of the truck, then try a quick blue-powerslide and boost over the finish line. Start the second lap by blue-powersliding around the left corner just as you cross the finish line. Repeat the plan two more times for a win!

STAFF GHOST SECRET!

DRIVER: Koopa

PASSENGER: Paratroopa

KART: Koopa's Kart

The two Koopas tend to take the powerslides and drifts according to the strategy outlined above. The Koopas also tend to blue-powerslide when turning near the fence, then boost into and almost hit the fence before drifting again. They also blue-powerslide along the bridge.

Grand Prix Plans

From the start, let a couple of enemy karts head up through the tunnel while you check out that pipe to the right. Spot the double Item Box floating far above, near the pipe.

The first series of six Item Boxes is halfway up the first tunnel incline. The boxes are scattered and difficult to grab, but it's easy to place a reverse Item Box in the way to impede your foes' progress.

If you're in first place as you emerge from the tunnel, dodge incoming shells by swerving left and skidding around the sidewalk, left of the fence. There's an Item Box here, and the protection of the fence to your right. The fence ends at the right-hand corner ahead.

The brow of the hill and the slope leading down is a sharp corner, but the lack of visibility and likelihood of drone cars in the area means a well-placed banana can cause havoc. Try it and see!

If you're being chased by a shell, or want to try a slower but more spectacular way around that sharp right corner near the Mushroom Castle, ride your kart up and across the banked corner, then fly over to continue on the road.

Moving Item Boxes are available on the second and third laps, and appear in the second tunnel. Check this one out on lap two; stay to the right to grab it.

Inside the long left turn of the second tunnel are three more Item Boxes, each moving along the length of the course rather than across it. Opponents usually snag these, but try to nab one.

As you drift around the second tunnel, be wary of dropped items. This is a great place for bananas, because it's difficult to swerve around objects when you're already turning, especially if cars are nearby. Place items in the middle of the road. Keeping the green shells bouncing around the tunnel makes problems for your foes, too.

If the leader of the pack is out of sight, launch a red shell from the tunnel. It usually catches the leader before the finish line, and the lack of obstacles means that even red shells can find their mark.

On subsequent laps, the roaming Item Boxes are nearer the Mushroom Bridge. Look for them and snag one before you cross the bridge.

Once out of the second tunnel, you can take a slightly slower alternate route over either of the Mushroom Bridge's arched supports. Begin the ascent by maneuvering so you don't turn sharply as you drive up and onto the support.

The bridge has four speed strips and an Item Box, and you're temporarily safe from incoming shells because of the height. When you maneuver down to the other side, you have a long view of the course ahead and the finish line—a perfect point for firing weapons.

If you took the safer route across the main span, you notice three Item Boxes in the middle of the bridge. Usually the middle one is taken, so stay left.

As you cross the bridge just before the lap's end, lay bananas and watch out for incoming shells from the kart ahead. If you're following a kart, stay to one side to evade items thrown behind it, like this banana.

Versus Play Hide and Seek

When time is of the essence, don't maneuver into the area to the right of the start in Grand Prix and Versus. If you want a couple of good Power ups and don't mind losing some time, swerve right into the gap between the fences, after the starting grid.

You're on a ramp with two left turns leading to a pipe entrance. Drift around to this point. Beware! A Bomb car sometimes appears from the pipe in later laps, as does a moving Item Box.

Drive into and launch yourself out of the pipe—you snag a double Item Box! As you're at the back of the pack in Grand Prix, these are good offensive weapons. Drive through here in Versus and appear behind a foe with a couple of juicy weapons.

Aside from hiding behind vehicles for protection and moving ambush points, try to remove some of the Mushrooms from the Mushroom car, which appears in Versus and Grand Prix modes near the Mushroom Castle and the bridge.

Fire a shell at it, but be sure you aren't in its path as it bounces back. A Mushroom is thrown out, landing ahead of the Mushroom car. Accelerate around and snag it, or wait for a human opponent to dislodge a Mushroom, then drive into it first.

If you already have a Mushroom in your inventory, use it to zoom into the Mushroom car and dislodge a second Mushroom. Mushrooms deposited from the car are used immediately, not stored.

You can get a Mushroom car to cough up a Mushroom behind its position with an area-of-effect attack, such as Waluigi's special bombs. The Mushroom car is blown sky-high, sometimes sending the Mushroom behind the Mushroom car.

Use the Bomb car to your advantage. Hit the vehicle with an item, either thrown or dropped behind you, and it explodes!

The splash effect of the explosion can flip up your vehicle, so keep your distance and throw a green shell at the Bomb car just as a foe tries to pass it.

Watch out for the dissipating ball of fire. You skid out if this energy hits you. If you want to detonate a Bomb car, you need to be farther back than you think, or slow down.

A good spot to dodge incoming fire or hide is to the right of the first tunnel exit. The Mushroom Castle is to the right, but the ground slows you down, so avoid this shortcut. The Mushroom Tower also provides good protection.

Wait behind the Mushroom Tower and drop down to ambush enemies. Or, drive down the bank to the road to do battle.

DOUBLE DASH DOUBLE TAKE!!

There are three types of trucks and buses in this race. The trucks carry important Moo Moo Farm juice, and chocolate from the Goomba company.

Mirror Mode

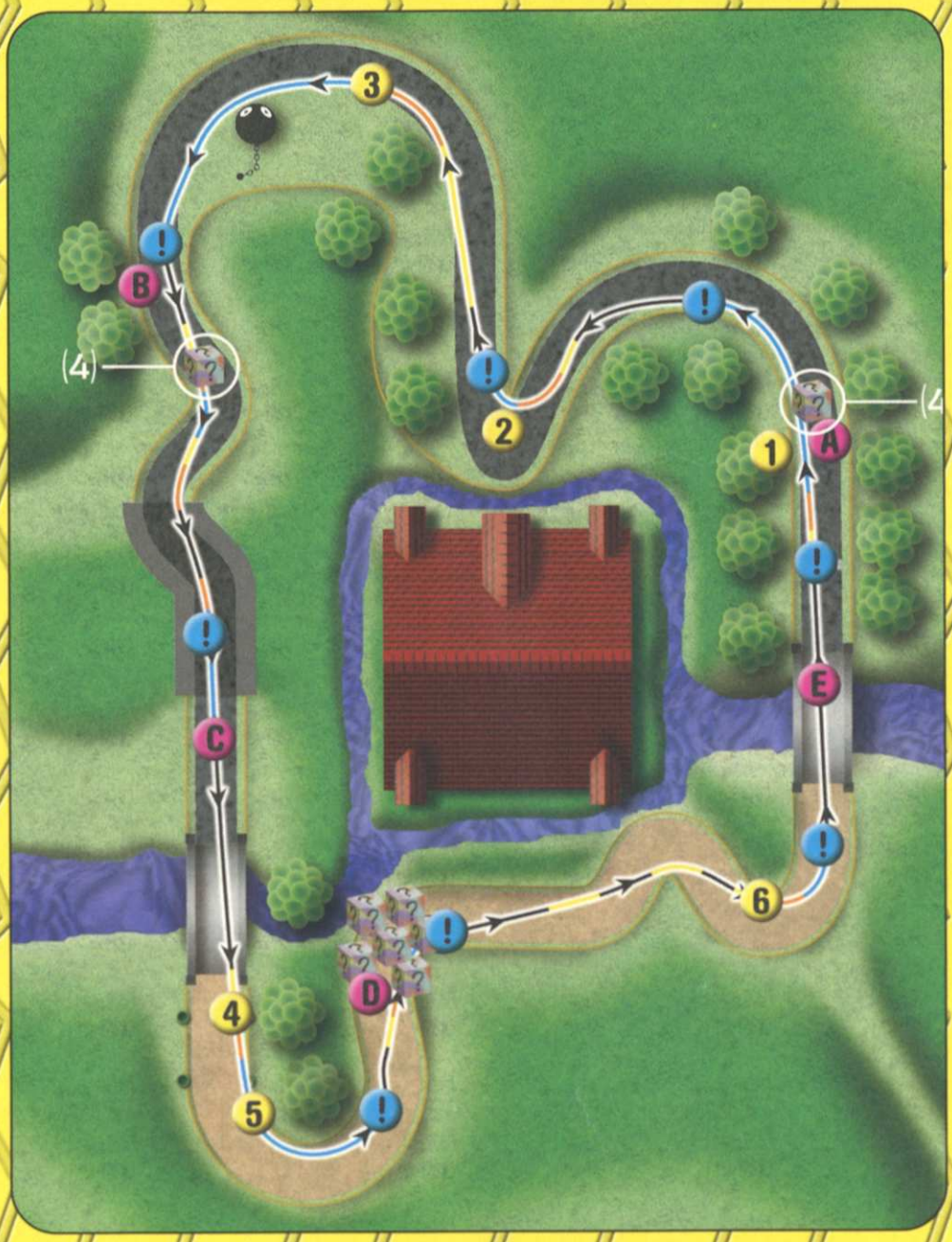
Replay 150cc Grand Prix and Versus modes of this course in Mirror mode. The map is shown below. Use the strategies above, but substitute "left" for "right," and vice versa. The map is shown below. Use the strategies above, but substitute "left" for "right," and vice versa.

Mirror Map #5: Mushroom Bridge

Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Moving Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Course #6: Mario Circuit



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- Boost After Powerslide, or Turbo Start

Overview

You start on a wide straightaway with a long left turn that ends in a sharp left and a U-turn right. Next is an uphill curve to the left, a slight dip and zigzag right, and a tunnel. As you emerge from the tunnel, a bridge leads to a sandy road with a U-turn, then a sharp right bend and a small, tricky area. The course ends with a sharp left turn over a bridge.

COURSE CHANGES

In Time Trials mode, the Chain Chomp, Piranha Plants, and Goombas will not hurt you. In Grand Prix mode, the Chain Chomp goes for the nearest driver, the Piranha Plants bite you if you drive near, and the Goombas move faster. In Versus mode, the Piranha Plants just after the bridge have disappeared, but the remaining enemies are vicious. In two-, three-, and four-player Versus, there are two Goombas instead of four.

Difficulty: 3/5
TT Difficulty: 4/5
Number of Laps: 3
Best Lap Time: 00:32:219
Staff Ghost Access Time: 01:42:000
Prima Challenge: 01:40:500
Preferred TT Kart: Parade Kart

UNDULATION INFORMATION

FAST: Tarmac, brown track sides, light sand
MEDIUM: Grass
SLOW: Dark green grass
DANGER: Chain Chomp, Piranha Plant, Goomba

Course for Concern

The Chain Chomp is back. He's not a problem in Time Trials, but stay away from him in Grand Prix and Versus; he can reach into the track and bite you.

If you're bit, you lose your speed. Ramming the Chomp will also spin you out, so stay on the track and don't attack the Chomp; weapons do not affect him.

Five Piranha Plants (two in Versus) hide in pipes throughout the course. They even attack Petey Piranha if you've unlocked him! Like the Chain Chomp, they can bite you, although they have a shorter reach.

If you're bit, you lose your speed and may spin out. Fight back with Shells, Stars, and Lightning to make the plant dizzy for a few seconds, allowing you to escape.

Four Goombas roam the sandy area at the end of the course. They move slowly, appearing in different positions during the second lap. Hit one and you're sent spinning.

Use a shell, Star, or Lightning to flatten a Goomba, allowing you to drive over him.

A struck Goomba spills three random items—green shells or Mushrooms. Avoid the shells and use the Mushrooms before your foes do.

Time Trials Tactics

Drift left along the brown side of the road, just as the "M" in Mario disappears off the left side of your screen.

Continue drifting, adjusting your kart's position as the corner sharpens left, then boost across the corner to the inside of the track.

Begin a tight powerslide into the U-turn, staying as close to the inside of the track as possible. Try to get your two front tires onto the brown track without losing speed.

Boost out of the corner and start a powerslide up the left turn as the track ascends past a Chain Chomp. Remember, the Chomp won't harm you in Time Trials mode. Boost out of the powerslide as you reach the end of the bend.

When you see the castle, swing your car to the inside turn and powerslide around, hugging the brown edge. Boost out as you reach the tunnel entrance.

Inside the tunnel, try a blue-powerslide facing left at the first turn. Use a second blue-powerslide at the shallow right turn, then boost out of the tunnel exit.

Pass over the bridge, staying left of the middle. Just after the first two Piranha Plants, begin a sharp drift in anticipation of the U-turn ahead.

Take the powerslide turn as close to the inside grass as possible (you can slide across the light brown verge without losing speed). Boost away as soon as you clear the corner.

Swing the kart to the right and start a powerslide around the picket fence. Stay close to the inside as you reach the corner, then boost.

As you boost, pass just to the left of the Goomba wandering the right side of the course.

During the second lap, the Goombas are in a slightly different place. Pass to the left of the third Goomba.

Start another powerslide after passing the next Goomba on your left, drifting around the short tricky spot while you powerslide. Set yourself up for the sharp corner at the end of the sandy path.

Turn left, powersliding around the final corner. Blue-powerslide while pointing your kart slightly left, then point straight ahead as you pass over the bridge.

Clear the bridge and point your vehicle slightly left to begin a long, drifting powerslide after crossing the finish line.

Use a Mushroom after the bridge, the moment you land. Your kart slows down the most here.

STAFF GHOST SECRET!

DRIVER:
Mario

PASSENGER:
Luigi

KART:
Mario's Kart

If you've perfected your racing time with the Parade Kart, you know exactly how the plumber brothers handle their vehicle when you unlock this ghost. It drifts in exactly the same manner as the strategy above recommends.

Grand Prix Plans

Snag one of six Item Boxes in the first corner.

If you're trailing at the end of the first turn, shoot a shell toward your opponent. This is also a great area to plant a banana!

Avoid the Chain Chomp and concentrate on firing in this wide-open area. Time your attack so you hit a foe just before they pass the Chomp. He or she will cartwheel into the Chomp and be struck yet again!

On the third lap, take this long uphill corner even wider than usual and watch for the Chomp; it moves onto the track.

Place an obstacle on the hill ahead of the items. Drivers will want to skid right, through the Item Boxes, but you can thwart this plan with creative banana placements!

A sweet spot for picking up an Item Box is the bend before the tunnel. Grab a Power up before you enter.

The slight incline after the tunnel is a good spot to drop a banana. The road is narrow, and the incline makes it difficult to see over your kart.

In Grand Prix mode stay away from the Piranha Plants near the U-turn (they aren't there in Versus and don't attack in Time Trials). Place obstacles here so your foes either take the U-turn too wide, or hit a banana and skid into a plant.

Just after the U-turn are six boxes. This makes a great spot to place a reverse Item Box or banana.

After you negotiate the Goombas, lay a banana on the inside corner preceeding the bridge.

Take the bridge in the middle; Piranha Plants flank the road on either side.

Place bananas at the landing spot after the bridge. Your opponents have little time and space to dodge.

Versus Play Hide and Seek

Hide to one side of the tunnel exit, near the flat bridge area. Versus mode also enables you to shortcut across the grass to the left of the Chomp, but only with a Mushroom! Otherwise, all Grand Prix plans work well in Versus mode.

DOUBLE DASH DOUBLE TAKE!!

The biggest attraction on this course is the Princess' castle from *Super Mario 64*™. Check the back of the castle to see the moat. Too bad there's no Yoshi on the roof!

Mirror Mode

Replay 150cc Grand Prix and Versus modes of this course in Mirror mode. The map for this stage is shown below. Use the strategies above, but substitute "left" for "right," and vice versa.

Mirror Map #6: Mario Circuit

Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Course #7: Daisy Cruiser

Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Moving Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

From the start, you move south, turn slightly right onto a metal deck, then diagonally left down the steps. Maneuver around either side of the pool, head down the stairs, then make a sharp left to the dining room. Head diagonally left to the opposite wall, avoiding the sliding tables. Turn right, left, left, and right, back onto the deck. (Optionally, you can drop through the hole into a hold, where you exit through a red pipe.) Back on the deck, continue north around the end of the boat, then south up narrow steps to the starting area.

COURSE CHANGES

In Time Trials mode, there is only one table in the dining area. The suspended lifesavers are only available in Grand Prix mode. Versus mode has no people lining the left part of the pool deck.

Difficulty: 3|5
TT Difficulty: 4|5
Number of Laps: 3
Best Lap Time: 00:36:012
Staff Ghost Access Time: 01:51:000
Prima Challenge: 01:49:500
Preferred TT Kart: Parade Kart

UNDULATION INFORMATION

FAST: Wood, metal track
MEDIUM: Stairs
SLOW: None
DANGER: Swimming pool, tables, lifesavers

Course for Concern

If you fall into the pool, you lose 5 seconds and have to be pulled out by Lakitu.

In the dining room, tables lurch left and right. You either stop, slow, or spin out if you ram them, so avoid them.

In Grand Prix mode only, two lifesavers hang at the base of the steps in the northeast corner. You suffer a speed loss if you hit one, and if you're hit by a lifesaver that was set in motion by a competitor, you spin out.

Time Trials Tactics

Accelerating from a turbo start, swing the kart left and slide around and up onto the metal deck.

Just after you reach the inside metal part of the deck, boost forward and drift left.

Continue drifting and blue-power-slide at the top of the steps to the left. Boost over them and land at the pool area below.

Swing right as soon as you land and drift around the edge of the pool. Face into it, getting as close to the edge as you dare, until you spot the racing line to the top of the steps ahead.

Boost early, then quickly turn left and blue-powerslide at the top of the stairs.

Continue the blue-powerslide to the bottom of the stairs, drifting if you get too close to the railing. When you reach the lower deck, boost forward.

Let your boost subside, then swing your kart so it faces left. Blue-powerslide into the main dining area. Boost forward, heading diagonally left.

In the dining room, following the arrow on the ground in the first lap. Later laps can be problematic if you aren't extremely quick (you need 38-second laps to avoid the moving tables).

The second lap can be a problem if you're not fast enough; the last table on your left slides from left to right. Go to the right of it if you've been quick enough; otherwise, drift and slide around the left of it.

On the third lap, you only need to worry about the last table. It moves from left to right before you reach it; slide around the left side of it.

At the end of the dining room, powerslide hard to the right close to the inner wall edge.

Boost diagonally to the next corner, swinging your kart to the left and pointing the front end at the corner as you move around it. Boost past the hole on your right, or drift around this corner and the next.

Boost at the next left, just past the hole to the hold, or finish your drift and boost diagonally and to the right, toward the boat exit.

As you reach the right corner that leads on deck, powerslide and boost out, pointing your kart diagonally across the ramped exit. Face slightly left to achieve a racing line around the funnel ahead.

Skid around the funnel, staying close to the raised edge on your right.

Begin your final, 180-degree powerslide at this point, keeping a well-controlled drift around the north end of the cruiser.

Stay close to the inside deck area. When you emerge from the corner, boost forward, heading for the stairs. There are no lifesavers to bother you.

Don't use a Mushroom to power up the stairs; it's quicker to powerslide and drift up the steps instead.

Use the boost you've been building up on the stairs to accelerate to the finish.

On the first and second laps, just ahead of the finish, use your Mushroom. This way, you don't waste your speed after the Time Trials is over.

STAFF GHOST SECRET!

DRIVER: Princess Daisy

PASSENGER: Princess Peach

KART: Peach Coach

Once you've stormed to victory, you see why Princess Daisy owns a private cruise ship. She drives with an incredible lack of fear that must have won her thousands of fans and sponsors! Most of the time she drives using the strategy presented above, but at the bottom of the steps near the swimming pool she screeches around the right side of the pool. Incredible!

Grand Prix Plans

Once on the metal deck, grab one of the six Item Boxes from the left side of the ship.

On your second lap, the line of Item Boxes is moving from right to left. Gauge where they'll be and head through them.

On your third lap, the Item Boxes have moved to a stationary position on the right. Drift right to snag one!

Drop to the bottom of the steps and position yourself behind an enemy. Let a projectile fly, and roll your foe into the pool for a double whammy!

The landing point of the leap down the stairs is a sweet spot for obstacles; it is notoriously difficult to maneuver out of the way.

Once down the steps, head into the dining room. Tables drift left to right; there are four Item Boxes. Don't waste time snagging them—stay in the middle unless a table is in your way. This is another fine spot for an obstacle!

In the corridor, the fourth set of Item Boxes is next to a hole in the floor, leading to the hold. Ignore this and attempt to grab one of the boxes. Just after these boxes, leave a nasty present to thwart your foes!

Once on the deck, place an obstacle on the ground where you land after the ramp, or around the corner from the large red pipe.

The fifth set of Item Boxes are at the north end of the boat, at the peak of the U-turn. Drift through a box or two, leaving behind an obstacle to slow down your opponents.

Lay an obstacle near the lifesavers; it is difficult to avoid hitting them here. This spot is also great for a red shell. It scoots across to the top of the pool steps, halting an enemy that might be trying to capture the lead.

Versus Play Hide and Seek

At the bottom of the first set of stairs, hide to the pool's right, where you can scoot out and attack your foe.

Falling down the hole after the dining room puts you in the cruiser's hold—a secret area with an exit ahead. A double Item Box is the only reason to come down here.

In Versus mode, hide behind the crates to the left side of the exit, then pop out to smack your enemy before they exit.

Once you exit the hold, you jet out onto the north deck, just before the U-turn. There aren't any extra Item Boxes to collect, so save this route for Versus and occasional Grand Prix laps only.

A great place to ambush your competitors is below the red pipe. Shoot a shell, then ram your foes off the road from here!

If you have a foe on your tail, toss a shell behind you as you head up the stairs near the finish line. It's narrow (meaning your shell has a greater chance to hit), and if your foe is knocked down, he or she has to climb back up the stairs without the benefit of speed.

Place a banana or other obstacle at the top of the stairs, in the narrow area before the deck opens to the finish line. Visibility is limited, as is the ability to dodge, as you land from the stair climb.

The best place to combat is on the large wooden deck at the track's start and finish. Stop, let a foe past, then chase them down!

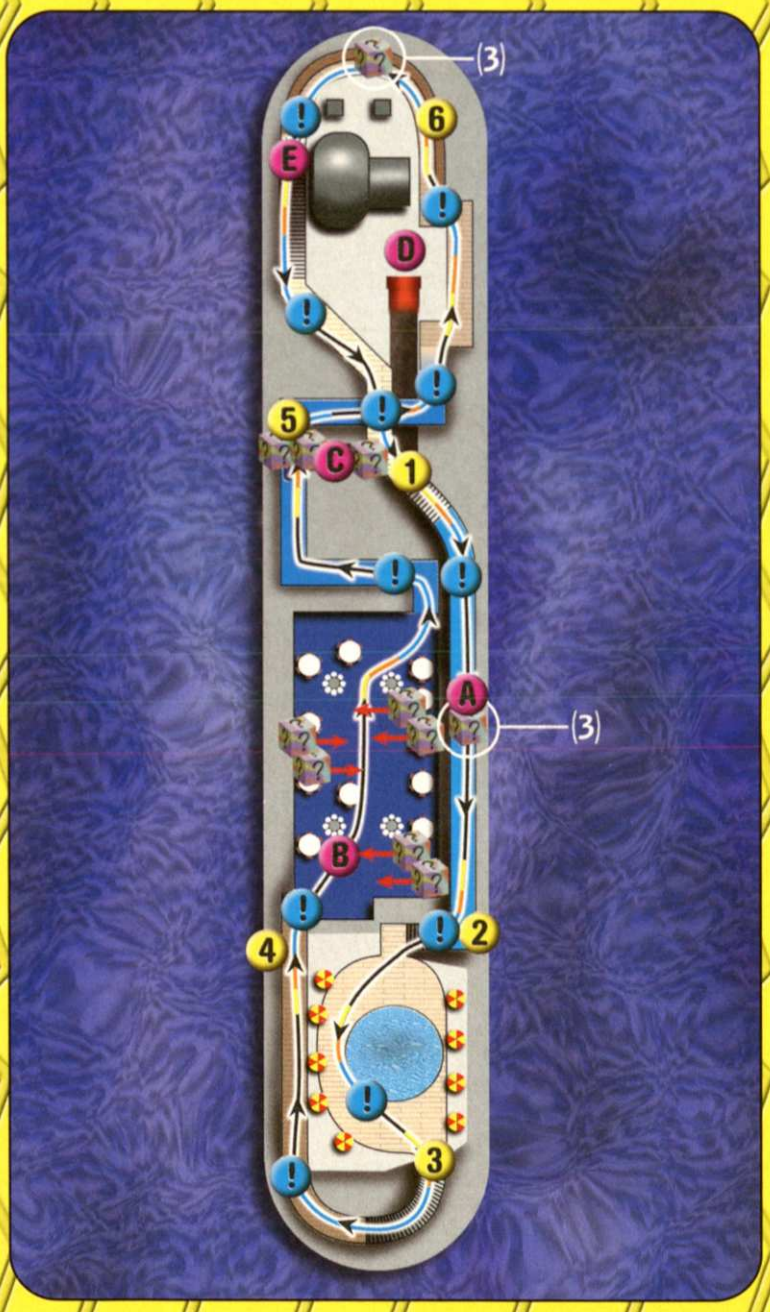
DOUBLE DASH DOUBLE TAKE!!

Check the pool bottom, and you see it's an image of Princess Daisy and her name across the bottom!

Mirror Mode

Replay 150cc Grand Prix and Versus modes of this course in Mirror mode. The map for this stage is shown below. Use the strategies above, but substitute "left" for "right," and vice versa.

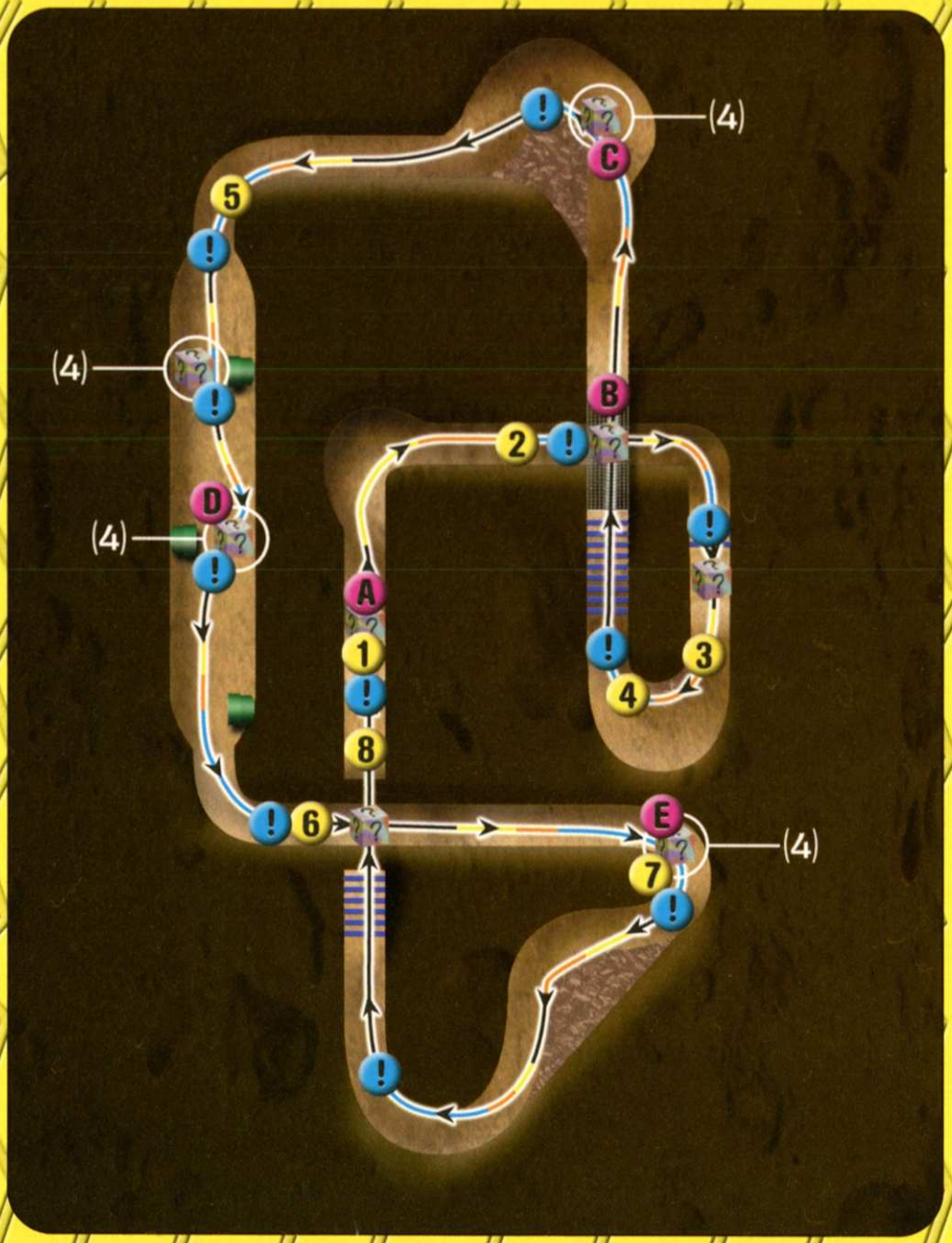
Mirror Map #7: Daisy Cruiser



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Moving Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Course #8: Waluigi Stadium



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

You launch over a bump, make a sharp right, head under a bridge, take another sharp right, and head up a ramp going south. Swing around a U-turn, then launch up a longer ramp heading north to a banked left corner. Continuing on, you skid left, and head south down a long straightaway with three Piranha Plants and Podoboo windmills to dodge. Take a sharp left, head across three bumps, make a sharp right, zoom across a muddy area, and make another U-turn right, lining up for a huge jump over a gap and back down to the finish line.

COURSE CHANGES

Waluigi Stadium is similar in all modes, although the Podoboos disappear in Versus mode.

Difficulty: 4|5
TT Difficulty: 5|5
Number of Laps: 3
Best Lap Time: 00:38:318
Staff Ghost Access Time: 02:00:000
Prima Challenge: 01:58:500
Preferred TT Kart: Parade Kart

UNDULATION INFORMATION

FAST: Earth track
MEDIUM: Bumps in track, mud, banked sides
SLOW: Dark mud
DANGER: Podoboos, mechanical Piranha Plants, gaps

Course for Concern

Watch out for Podoboos—they spin your kart out of control if you strike them. In Grand Prix mode, they appear around an item, and with the Piranha Plants in the northwest corridor.

The three mechanical Piranha Plants in the northwest corridor move in and out of flat pipes. Hit one and you come to a stop or slow down.

The final jump of the course sails you over the track below. If you're knocked into the gap by Lightning, or if you miss the speed strip, Lakitu catches you and places you on the far side of the jump. You lose 5 seconds of time, though.

Don't get bogged down in the dark brown mud, usually near the sides of the course. Stay on the lighter track areas to keep your speed up.

Time Trials Tactics

After the start, point your kart slightly right before the first bump in the road. There's a vicious right corner coming!

Powerslide up the ramp so your kart is pointing diagonally right while airborne. Point the front of your vehicle down (↑) so you land faster, and continue the powerslide.

When the sparks turn blue, boost and drift right as you head under the bridge.

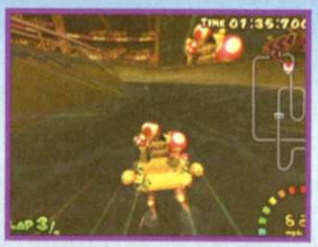
Skid close to the inside right turn, then boost forward, toward the speed strips and the first ramp.

Fly through the ring of floating Podoboos, shooting through the right side with enough speed to land past the two bumps.

Drift around the corner, then straighten up and boost across to the middle of the course. The tight right corner may have left you bouncing against the billboards.

Hit the speed strips slightly right of center, pointing a bit left to maximize the drifting you have to do when you land. Fly through the ring of Podoboos.

Start a left drift as soon as you land. On the first lap, make sure you blue-power-slide and boost just as you pass the corner of the dark mud on your left. Stay close to the mud; don't lose time on the bank to the right.



You can use the Mushroom boost through the mire mud on the left, but this isn't quite as quick as powersliding around the main course.

Powerslide around the next corner and boost into the long corridor.

Dodge the Podoboo windmill, then skid around the Piranha Plant. Boost as you pass.

Take expert control of your kart and slide through the next Podoboo with a boost.

Start the boost as you approach the second plant. It may extend on the second lap, so adjust your racing line accordingly.

Drift through the last Podoboo windmill and around the last plant, skidding into a blue-powerslide. Boost down the bumpy course ahead.

Start a powerslide for the next tight right turn as you land on the last bump. Swing your kart around to the right with gusto.

You need to be producing blue sparks as you take the U-turn. Get close to the inside bank.

Make a brief slide left, missing the dark mud, then immediately prepare to swing your kart right. There's no time for a boost.

Alternatively, use your Mushroom on the muddy area to your left. A Mushroom helps you stay on course if you mistime the U-turn.

Start the next powerslide as you pass below the small hillock on the right. Have the front wheels slightly ride up on the hillock as you slide past, then start the skid.

Powerslide around the last turn and boost out of the corner heading for the largest ramp of all. You may swing to the left side of the road—don't hit anything to slow you down.

Hit the center of the last series of speed strips and you launch over the gap ahead. Point the nose of your kart down to ensure you're airborne for the shortest time possible.

At touchdown, launch yourself forward with the Mushroom. This is the best place to use it—the long straightaway ahead means all of the Mushroom's power can be used.

STAFF GHOST SECRET!

DRIVER: Waluigi

PASSENGER: Wario

KART: Wario's Jalopy

Waluigi knows his own course. He can boost from blue-powerslides twice on every U-turn and power through the dirt in that heap. Expect some serious problems keeping up with these two rascals, even with a perfect trio of laps!

Grand Prix Plans

You have to fight for one of the four Item Boxes floating above the highest bump, and jostle for position. Fast acceleration and heavy vehicles have the advantage here.

Once around the corner, jump through a ring of Podoboo fire. Ideally, you soar through the floating Item Box in the middle of the ring.

The next ramped jump allows you to soar at an even higher height. Point your kart down so you spend less time in the air.

This point is also a fantastic area to hit a leader with a blue shell. The full radius of the explosion can be run into if other cars are close enough.

Once you land, you come to the second row of four Item Boxes. Just before the Item Boxes is a great place for an obstacle; it's difficult to steer around one after landing and drifting. Just after this is a good place to fire a red shell to catch a fleeing foe.

When you reach the northwest Podoboo windmill and Piranha Plant obstacle course, remember that there are three of each obstacle to maneuver around. To the right of the first Podoboo windmill is the next set of Item Boxes.

The next set of Item Boxes is to the left of the second Piranha Plant. Stay low to the ground, and grab a Power up.

On future laps, you find obstacles placed close to the Piranha Plant or Podoboo. Slow down, drift around and lose time, or hit the obstacles.

After the sharp right turn, you pass through your last set of items. Grab one.

The final straight is a great spot to place an obstacle as you're drifting around the sharp corner. Right before the ramp is a good place to fire a red shell.

After jumping, position yourself so you fly through the middle of the Podoboos and take the final Item Box.

Place bananas and other obstacles on every blind, sharp corner.

Versus Play Hide and Seek

Using the mechanical Piranha Plant pipes as cover. You can even drive over the top of them if there are obstacles below.

DOUBLE DASH DOUBLE TAKE!!

Check out the boards around the sides of the track. Waluigi has a fine side business in sponsoring his own "Wario kart" competition.

Also check out the numerous old friends in the audience, including a Hammer Bros, Shy Guy, Boo, Koopa, and more!

Mirror Mode

Replay 150cc Grand Prix and Versus modes of this course in Mirror mode. The map for this stage is shown below. Use the strategies above, but substitute "left" for "right," and vice versa.

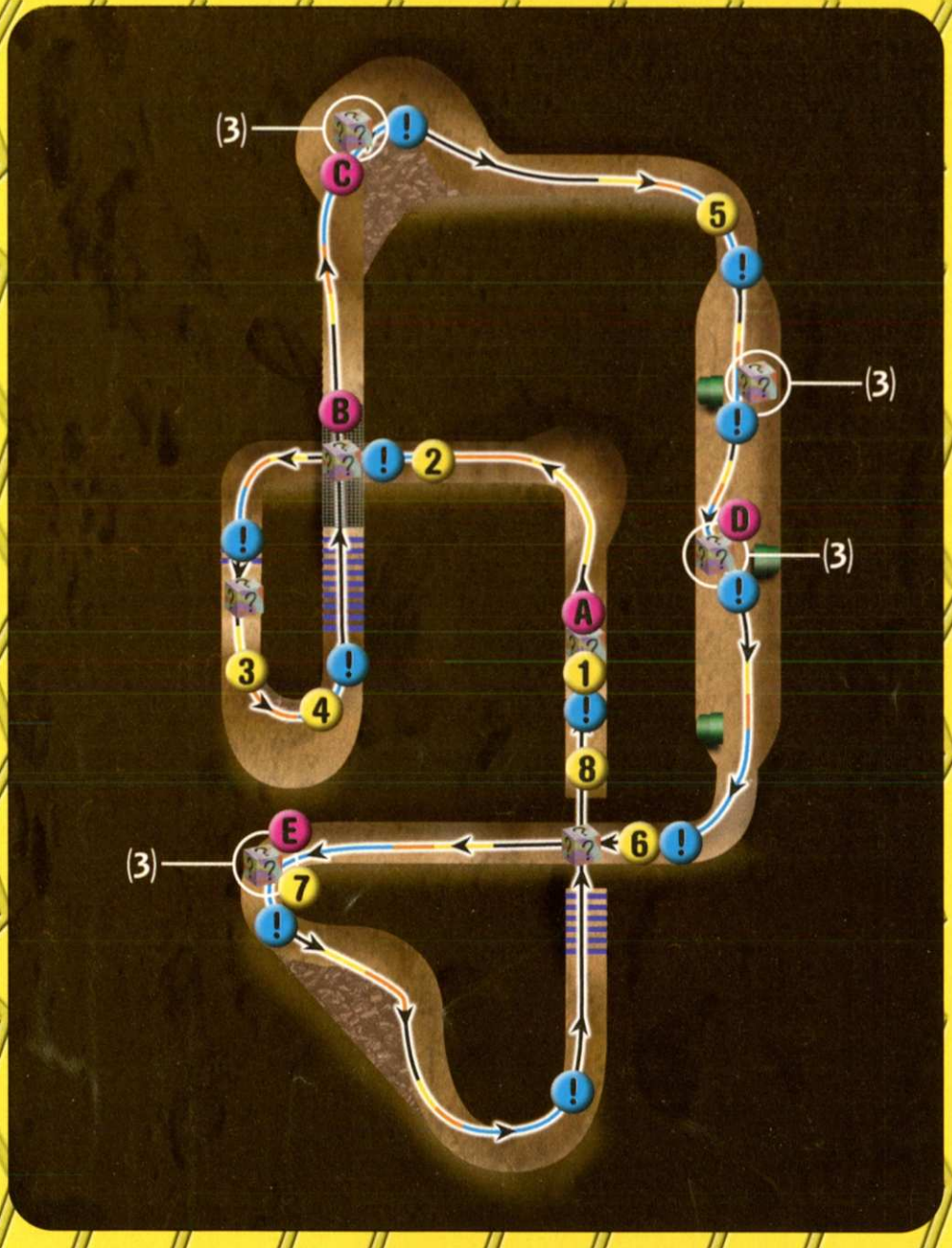
Completing the Flower Cup

If you win the Gold Cup by racing a Flower Cup Grand Prix (all four courses, one after another), you accumulate a host of prizes. You get only a silver or bronze cup for finishing second or third, and nothing at all for placing fourth or lower! The goods are listed below:

FLOWER CUP GOODIES

Cup Type	First Place Reward
50cc	Bloom Coach
100cc	Waluigi Racer
150cc	Turbo Birdo
Mirror	Tilt-A-Kart Battle

Mirror Map#8: Waluigi Stadium



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

STAR CUP

Course #9: Sherbert Land

Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Moving Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

Start by heading north. You weave around to an icy lake with a hole, then you go into a cave. Outside you weave around to a second lake and a zigzag right-left-right turn before a straightaway to the finish line.

COURSE CHANGES

Snowmen inhabit the fenced area in Grand Prix and Time Trials mode, but they disappear during Versus mode. In two-, three-, and four-player modes, two blue Shy Guys skate around instead of four. In Time Trials mode, the Icelings are absent from the second frozen lake.

Difficulty: 3|5
TT Difficulty: 4|5
Number of Laps: 3
Best Lap Time: 00:27:489
Staff Ghost Access Time: 01:26:000
Prima Challenge: 01:24:500
Preferred TT Kart: Parade Kart

UNDULATION INFORMATION

FAST: Snow path, ice path
MEDIUM: Snow, ice, and earth banks
SLOW: Snow atop banks
DANGER: Icy lake, Iceling, icy road, Shy Guys

Course for Concern

Watch your wheels when you're on the icy lake at the start and end of the track. You take at least twice as long to make any maneuvers, and small dodging drifts are almost impossible.

Crash into one of the Icelings on the second lake, and you're encased in ice. You slide with the speed, then slow down and stop. The ice breaks apart and you can go on your way after this stall.

A right turn at the start of this stage takes you around a frozen lake. The ice has been broken to the right and cold water lurks below. Fall in here and wait five seconds for Lakitu to fish out your Popsicle kart.

On the first lake are red and blue Shy Guy skaters. The red ones circle the cave entrance; the blue ones dance around the edge of the lake in a counterclockwise motion! You're spun about if you run into one of these skaters.

Time Trials Tactics

From the start of the course, make a sharp right turn, then drift and slide, starting your skid as soon as possible. On later laps, start the powerslide around 20 feet before you race over the finish line, and keep it up!

Boost through the tricky corners leading to the icy lake, making sure the blue-powerslide is as close to the first inside turn as possible. Then swing to the left and start another powerslide.

Boost out onto the lake if you can, and start a right turn, skimming the jagged edge of the hole. When you spot the cave entrance ahead, straighten and boost quickly toward it. The blue Shy Guys are on your left and the red ones are on your right; they don't present a problem, though.

On lap two, you have to zoom past the third and fourth Shy Guys as they cross your racing line, so keep a steady hand and don't hit them! You squeeze to the left of the two red Shy Guys, too.

On the final lap, take a wider route to the left of the blue and red Shy Guys, who are all on the right side of the lake. This assumes your laps are in the 29-second range.

Just before the cave entrance, start a long drift and blue-power-slide to the right, around the first bend, moving as close to the inside ice bank as you can.

Skim the orange fence as your front wheels ride up onto the bank. Then boost out of your blue-powerslide, riding the right bank with the right side of your kart.

Immediately spin the kart and start an powerslide to the left. Place your front wheels on the left wall bank, almost skimming the left orange fence. Zip to the left of the ice column.

Boost as you pass the ice column, then swing right and power-slide before making a long drifting maneuver to the left. As you make this move, skim the right bank with the side of your car.

Make a sharp left powerslide as you emerge from the cave, bringing the kart's front tires up onto the earth bank (but not onto the snow on top, which slows you down).

Boost along the winding snow path. A millisecond later, swing right at the long right-hander ahead. Bring those wheels up onto the inside right bank.

Boost out of this corner, continue along the reasonably straight snow road, then powerslide right, around the very tight turn. Make sure you boost out of the slide toward the ice lake.

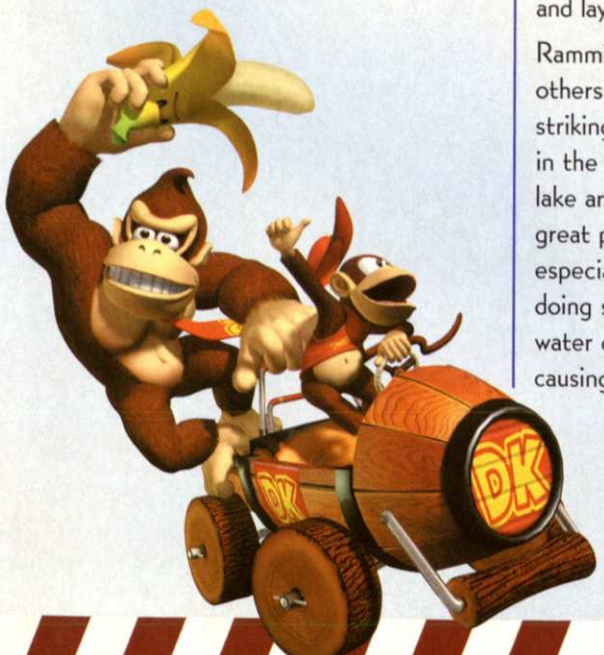
Avoid skidding by starting a powerslide just before the ground turns from snow to ice. Point your kart to the right, then boost.

Use a Mushroom because you can adjust the direction as you zoom forward. You need to be pointing your kart at the ice block tower on the left bank ahead.

When you reach the left inside bank, skid and turn to the right so you slide around the right inside ice bank and tower, but aren't pointing too severely to the right.

Let go of the blue-powerslide and boost toward the finish line, adjusting your direction to the left to compensate for that last turn.

On the second and third laps, start a powerslide through the finish line, which gives you increased speed and a racing line for the incoming right turn and immediate left.



STAFF GHOST SECRET!

DRIVER: Baby Luigi

PASSENGER: Baby Mario

KART: Mario's Pram

Despite the lack of traction on their pram, both Baby Mario and Baby Luigi make a valiant attempt to skid around the course. They are reasonably easy to beat, but they should be applauded for their daring choice of kart and lack of fear!

Grand Prix Plans

Waypoint A: In the S-bend just after the first right turn, you find four Item Boxes. Grab what you can in the scuffle, and lay a nasty surprise if there's time.

Ramming others or striking them in the icy lake area is a great plan, especially if doing so causes them to tumble into the water or into one of the Shy Guys, causing them to lose time.

The second set of Item Boxes is in the cave entrance. All three move horizontally from left to right, so stay in the middle to grab one.

Waypoint B: After the right turn comes the vertical ice column, with two Item Boxes to the right and one to the left of it. The left one is quickest to catch, or lay a trap of obstacles here to annoy your foes.

The many curving corners provide an opportunity to boost away from red shells, so use them on the lake areas instead. Also watch for three more moving Item Boxes as you emerge from the cave.

The many blind corners on this stage make obstacle-placing a fine art. Always put them on the Time Trials racing line, preferably around a blind corner.

Waypoint C: After the right turn and short straight there is another group of Item Boxes to snag, including a double Item Box that appears on the left bank. Swerve into it if you can.

On the lake, use Mushrooms to get out of predicaments, and attempt to snag the final two Item Boxes moving around this area.

The entrance to the icy lake is a key point to place a reverse Item Box. It looks like a moving one until you're too close to it. Deposit one on the racing line for hilarious results!

Farther into the lake, use your shells. There's a great line of sight all the way to the finish line. Aim well and you can rule this race!

Versus Play Hide and Seek

Waypoint D: Don't negotiate the first two turns. Instead, hop onto the snow bank to the left of the lake entrance. If the area is congested with karts or objects, skid around.

Feel the need to annoy your pals more than usual? Ram them into an Iceling and watch tempers flare as they lose control and get encased in ice!

Waypoint E: When you enter the second ice lake, stay slightly to the left. You can ride up to the left of the central brick tower to a snow bank, where you can lie in wait or avoid strewn items on the ice.

Notice the long line of sight. Now couple this with the hiding spot (the tower to your right). See why this is a great place to surprise your foe?

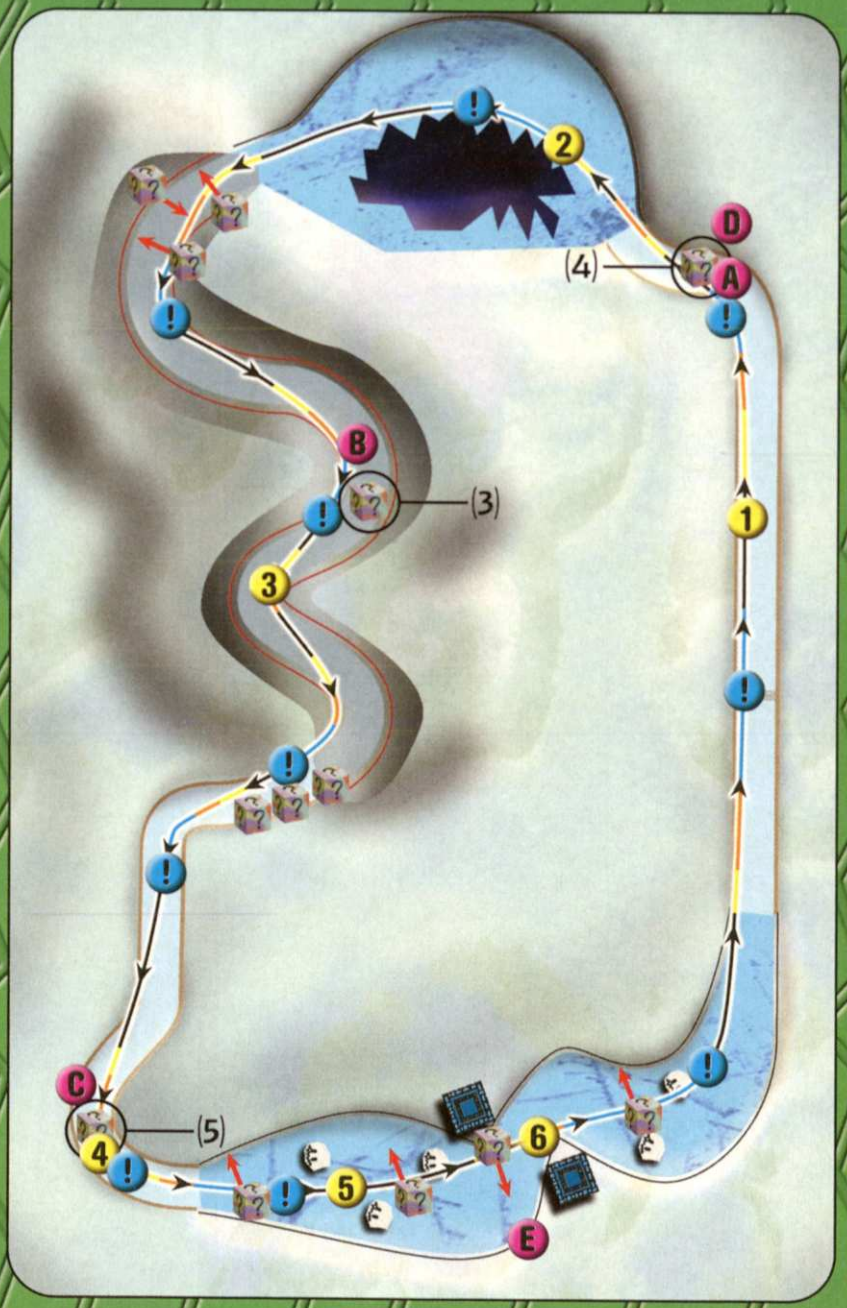
DOUBLE DASH DOUBLE TAKE!!

When you get a chance, pull up to the side of the snow banks along the middle of this course, and check out the snowman bobbing along to the beat! You can't drive to an extra section of ice lake, on the other side of the hole near the Shy Guys. Believe us, we tried!

Mirror Mode

When you unlock Mirror mode , you can replay 150cc Grand Prix and Versus mode of this course. All the tactics work for this new setup, but the maps are mirror images. Use the strategies for Sherbert Land, but substitute "left" for "right" and vice versa.

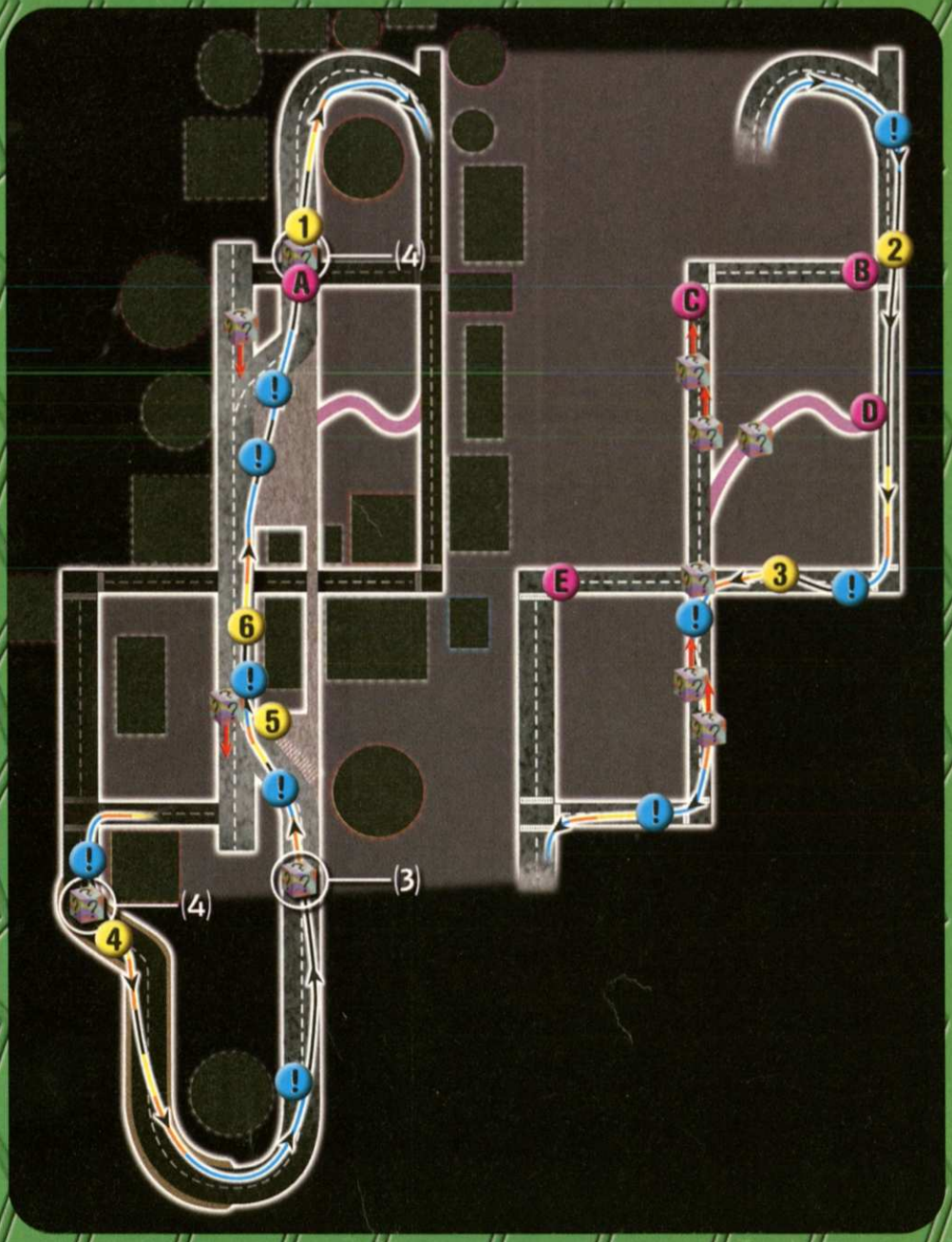
Mirror Map#9: Sherbert Land



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Moving Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Course #10: Mushroom City



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Moving Item Box
- Racing Line
- Powerslide Points
- Boost After Powerslide, or Turbo Start

Overview

After a long right turn into the city streets, head straight or turn right at a T-junction. Either way and you reach the main crossroad. You can also take a purple snaking alley to the crossroad. At the crossroads, head south, then right. Or go west, then south to a junction. After the routes rejoin, there's an S-turn and a long left bend. Finally comes a straightaway to the finish, blocked by a hole.

COURSE CHANGES

There are no changes in any of the modes for this track.

Difficulty: 3/5
TT Difficulty: 4/5
Number of Laps: 3
Best Lap Time: 00:35:225
Staff Ghost Access Time: 01:51:000
Prima Challenge: 01:49:500
Preferred TT Kart: Parade Kart

UNDULATION INFORMATION

FAST: Tarmac road, purple road, sidewalks
MEDIUM: Brown earth strip
SLOW: None
DANGER: Overpass gap, vehicles

Course for Concern

Stay on the track, because any divergence from the regular route puts you back on the track near the alley you attempted to access.

A Bomb car roams this course, usually starting from the left road opposite the start, and moving across the humped bridge, then around the area of the city shaped like a figure eight. Hit the Bomb car and you're tossed high in the air. Use it to blast nearby karts if you wish, but don't get caught in the blast.

Cars, trucks, and a Wiggler Wagon move around the central area of town and the road left of the starting grid. You're slowed down, spun around, or somersaulted—so avoid them.

Just before the end of the course is a hole in the roadway. You can see the center of the city track below. If you fall into the hole, Lakitu will need to fish you out.

Time Trials Tactics

Start your trek around town with a boost, then accelerate toward the right side of the very long right corner up ahead. Begin your drift just ahead of the low brick wall on the right side of the road.

Powerslide around the right corner, staying as close to the low wall as you can, then boost out as you reach the lattice-textured side of the road ahead.

Ignore the right turn ahead and continue straight, but avoid the Wiggler Wagon on the third lap. Swerve to the left, then around the front of it.

NOTE

Take any route you wish to complete this race, but the recommended route gives you the fastest times.

Just before you reach the star bar and the secret purple alleyway, powerslide toward the right wall.

Continue this slide around the far corner to the right, cutting in and boosting from the angled pavement. The corner isn't sharp, so skid around this wall at a quicker-than-usual rate.

3

Start a left-turning powerslide halfway down the next road. Don't worry about incoming cars on the first and third laps, but on the second lap, watch for a car heading your way on the left side of the street. Swerve left to avoid him.

During the powerslide at the cross-roads, slide to the left, around the right side of the support post, then boost. This sets you up for the next turn more easily than skidding left of the post.

A second later, begin a long right drifting powerslide. On the first and third laps, watch out for a car ahead. The car isn't there on the second lap.

Squeeze to the right of the car's back end and the sidewalk, slide around, then head for the T-junction up ahead.

Scoot to the left of the car taking the corner on the first lap, and maneuver between the end of the Wiggler Wagon and the inside left corner on the second lap. On the third lap, drift around with no vehicle interference.

Make sure you drift to the left of the car on the first lap. The car turns right and hits you if you are in its path.

4

Boost toward the long S-bend ahead, skidding left and boosting, and then right and boosting, cutting across the bend via the two brown pavement areas.

As you pass the right turn part of the S-bend, swing your kart around to the left and begin a very long left turn. Blue-powerslide as close to the wall edge as you can.

5

Out of the bend, boost up the incline, then choose a direction: You can slide along the road to the left of the gap, boosting as you go, or stay in the middle of the road to avoid oncoming traffic.

Use your Mushroom on this road to zoom over the rise, then cut as close to the open hole as you can. Point to the inside corner past the finishing line, and complete two more laps.

Or, use your Mushroom and boost to the right of the hole in the ground, along a narrow ledge. The speed is about the same as the route to the main road, because you cannot boost due to the narrow ledge you're on.

Use your Mushroom at the very last moment, just as you drive onto the brown earth on the ledge. The brown earth slows you down, making this shortcut useless unless you use the Mushroom.

STAFF GHOST SECRET!

DRIVER: Paratroopa

PASSENGER: Koopa

KART: Para Wing

Taking a slightly different route through Mushroom City is the tiny but nimble Koopa-mobile, driven by a lightweight team that knows when to boost. You need all the techniques outlined above to keep up with them!

Grand Prix Plans

The first set of Item Boxes is available at the start of the right turn. There's bound to be a panicked grab for all the items, so stay to one side to claim a box on the edge.

The long right turn is hazardous to your racing line, because naughty opponents place objects in your way. You should do that, too—just remember you did!

At the first junction, either head right or remain straight. The Toads took their train to the right.

Heading right allows you to take a left turn, which involves maneuvering through support columns under the starting area. An Item Box floats around this square portion of the course.

If you head straight, you continue south and either take a winding purple road to your right, or a sharp right turn at the far end. Both routes lead to a central crossroads.

The purple road is fun to drift around (practice early powerslides so you don't hit walls), and the path has an Item Box.

You appear just north of the crossroads, an ideal place to wait and ambush your foe. Or maneuver out and select another direction.

If you elect to head south, you speed around a wide corner and get a good view of the crossroads and a road ahead. This is a reasonable place to fire shells.

The crossroads has an Item Box, and is a great place for nasty obstacles. From here, head south or east around another block. The routes meet up in the southwest.

If you head south, you pass another floating Item Box moving in a square with more supports, as well as a hole in the roof (the hole behind the starting grid). Move between the supports to make yourself a difficult target. Then turn right and head down the short road to the southwest corner.

Heading east gives you a wider open road to negotiate. The traffic you've been avoiding still appears here. Take the left turn quickly, then accelerate strongly, watching for incoming foes from the left as the roads rejoin.

Once the roads reunite, you have a final road to the south to zoom through. Stay on patrol in this area, waiting for enemies if you need to rough one up. Don't place items in the paths of local vehicles, or the items disappear.

The second group of items is at the start of a large S-bend. Grab what you can, then prepare for a long left turn.

This long turn is a guaranteed to have obstacles, mainly because you drift around this part of the course, and all competitors have to move around this area. Watch out!

When you reach the end of the corner, zoom up a long, shallow incline—the perfect spot from which to fire a shell. You can even throw other items forward.

The final line of items is at the top of the incline, just ahead of a hole in the ground. With a Mushroom you can negotiate around the hole by heading over the right ledge (without the Mushroom, you move very slowly). Annoy those following you by laying a banana at the end of this ledge.

Or you can swerve left, over the bridge, and back to the starting grid, watching out for incoming cars, Bomb cars, and trucks. A floating Item Box appears here, too. Grab it!

The middle of the road is the only place where incoming traffic won't hit you. It's also a great place to drop obstacles for your foes to hit, spin into a car, then into the hole on the right.

Versus Play Hide and Seek

This track has three hiding places, aside from the areas just before a junction in the middle of the course. One is to the left of the entrance to the winding purple path. Wait here near the right wall to surprise your foe.

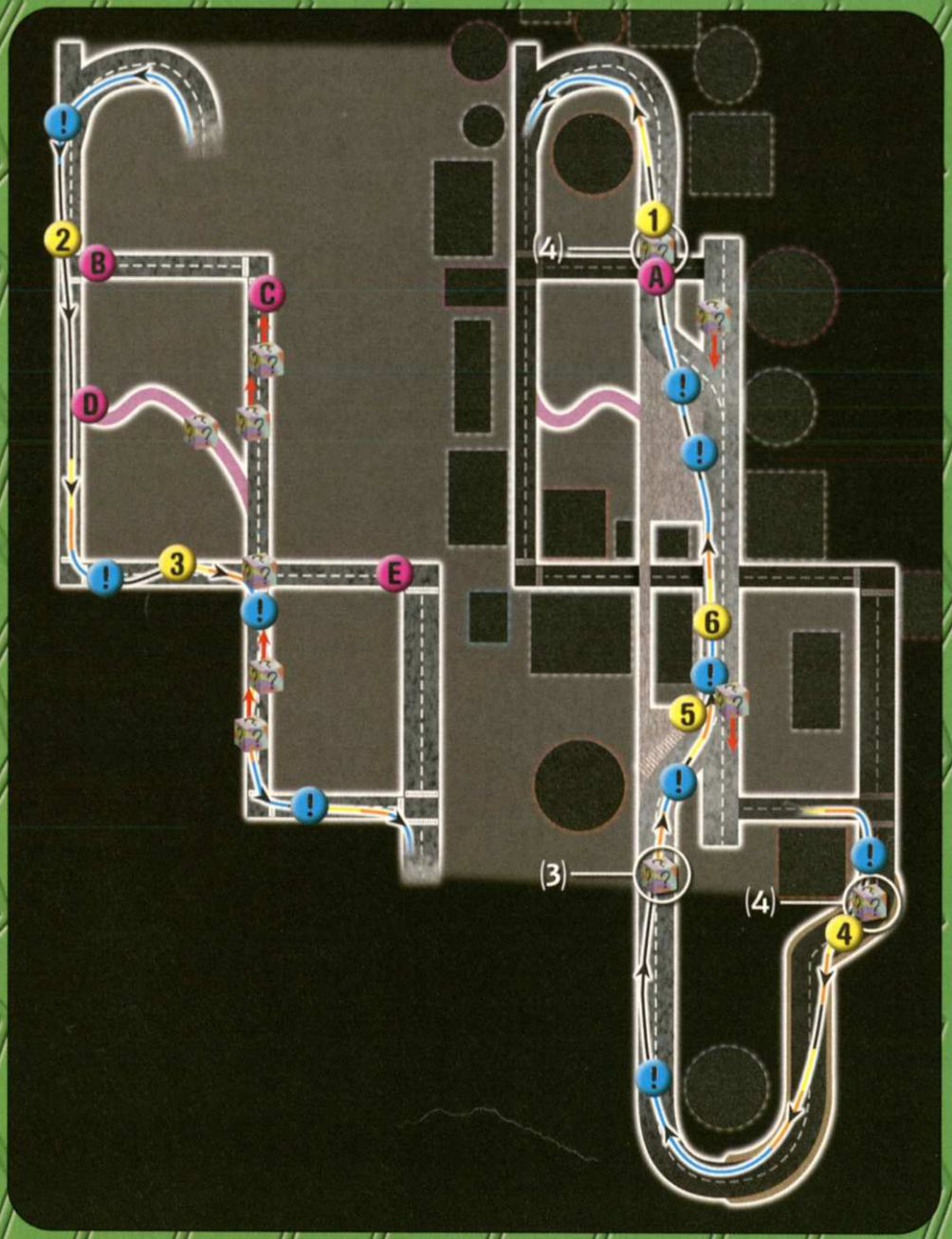
The second is farther along this same stretch of road in the easternmost part of the map, at the far end of the straight road, on the left. Again, wait for an opponent and accelerate to strike.

The final hidey-hole is on the left side of the road heading to the S-bend and the end of the level. Hide to the side of the walls. Don't reverse too far in any of these three locations or Lakitu drops you back into play.

Mirror Mode

When you unlock Mirror mode, you can replay 150cc Grand Prix and Versus mode of this course. All the tactics work for this new setup, but the maps are mirror images. Use the strategies above, but substitute "left" for "right" and vice versa.

Mirror Map #10 Mushroom City



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Moving Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Course #11: Yoshi Circuit

Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

This road is in the shape of Yoshi. Starting at his "feet," you take a long right, then a sharp left, then a curving right under an arch, or a shortcut on the right over a pit. Then comes a sharp left, and a long right bend through a tunnel. A sharp left occurs at the end, followed by a long right around the top of his "head." Ahead of a short descent is a gap in the left fence that leads to a winding subterranean tunnel. Take the road past a winding S-bend and a very sharp left corner, where the tunnel exits. Then take a slight left and sharp right around Yoshi's "tail," then a straight and a long right curve to the finish line.

COURSE CHANGES

There are no discernible changes in any of the modes for this track, aside from the docile nature of the Piranha Plants in Time Trials mode.

Difficulty: 4/5
TT Difficulty: 5/5
Number of Laps: 3
Best Lap Time: 00:39:084
Staff Ghost Access Time: 02:02:000
Prima Challenge: 02:00:500
Preferred TT Kart: Parade Kart

UNDULATION INFORMATION

FAST: Tarmac, brick track edge
MEDIUM: Flat grass verges
SLOW: Grass sides
DANGER: Beach cliffs, pit under arch, Piranha Plants

Course for Concern

The left part of the course features a grassy outcrop that drops into the ocean. Avoid falling into the water. There is one exception—a hidden drop into a shortcut.

To the right of the first archway near the start of the course is a grassy mound. If you attempt to cross it, you fall into a pit of water. Use a Mushroom and you zoom over the gap, gaining time.

Those Piranha Plants are back tumbling your kart if it comes too close. Unless you're racing in Time Trials, avoid the gnashing mouth of this fearsome critter. Approach with Lightning or a Star, or fire a shell at it.

Time Trials Tactics

Immediately after turboing off the starting grid, make a long, sharp right turn around the bend. Stay as close to the inside right bend as you can—those Piranha Plants are docile in this mode.

As you reach the end of the corner, swing out to the left in the opposite direction. Start powersliding early, then take the sharp left corner with great precision so your front tires ride up on the bricks. Don't skid too early and fall in the ocean!

Once you round the corner, boost forward. On two of the three laps, head onto the grass at right. For the other lap, stay on the course.

Ride up on the edge of the left part of the course, then start a long, sharp skid to the right, under the arch, and around the corner.

When you get to this point, you should have blue sparks and be able to boost, turning left into the next corner.

On two of the laps, the best place to use the Mushroom is over this area of grass, so you drive onto the continuation of the course as quickly as possible and regain your grip.

When you launch with the Mushroom, point slightly left to land on the tarmac.

caution

Don't try this leap without a Mushroom or you're swimming in that pit!

As the sharp U-turn left enters the tunnel, make sure you're powersliding around as close to the left side as you can get. Then boost, pointing at the right wall slightly.

Start a long blue-power-slide around the right turn, staying as close to the right wall as you can without crashing.

When you reach this point, turn your vehicle left a tad, then boost out of your powerslide. Aim the kart at the inside left turn ahead.

Slide around the tunnel exit, as near the inside edge as possible, then turn your kart right for the incoming right corner.

Tap the powerslide if you can, or at least start the slide as you turn right, then prepare to switch directions. Get a boost off if you can.

At the shallow left turn, slide around and attempt another boost, but swing the kart around to face a very sharp right corner and drop ahead.

NOTE

Enter the secret tunnel in this area if you wish, but it isn't faster than keeping your racing line tight on the road above. Some low-to-the-ground vehicles (such as the Parade Kart) won't make the jump down to the tunnel.

Swing to the right as you reach the edge of the track and the short, sharp descent below. Boost by the flowerbed, over the jump, landing quickly and pointing your kart down with ↑ if there's time.

At the right-left-right path, drift across to the left, around the corner with the Piranha Plant. Try to drift through the middle section of road, missing the corners of this tricky path entirely.

Get your powerslide to blue-spark levels as you hug the left side of the road, and sweep around the sharp left turn. Skid around the left barrier, just missing it.

Forcefully turn left when you make the corner, using your boost to jet your kart forward and up the slope. Don't end up on the cement embankment on your right, which wastes time.

Boost past a shallow right turn, then make a long left turn with a Yoshicopter in the distance. Powerslide toward the left side of the road when you stop boosting.

Immediately swing that kart to the right at the U-turn, staying as close to the right track edge as possible (mount the curb, please!).

Accelerate down the straight, turn and face the ocean, and drift expertly left around the next turn. Boost as you emerge.

Quickly maneuver your kart to face the trio of Piranha Plants, and powerslide as close to them as you can while staying on the course. They don't bite in Time Trials mode. Then boost out and over the finish. Two laps to go!

STAFF GHOST SECRET!

DRIVER: Yoshi

PASSENGER: Birdo

KART: Turbo Yoshi

Who else would challenge you to the ultimate Time Trials competition on this course than Yoshi, the island builder himself? He shows no fear on the corners, and makes sure he's as close to the grass as he can get while still powersliding. Can you beat him? You'll need every trick in the book...this book!

DOUBLE DASH DOUBLE TAKE!!

Has the graffiti artist that plagued Isle Delfino struck again? If you check out this poster, you'll see the red "M"!

Grand Prix Plans

As you round the first corner, you spot the initial four Item Boxes. If you can bag an item or wait a lap, try hitting a shell into a kart to your left, getting it to tumble off the cliff and into the ocean.

The area around this archway is a reasonable spot for obstacles, but put them around the other side of the arch, where a player lands after jumping the pit or completing the drifting turn.

Right before you reach the tunnel, there is a second set of Item Boxes. Drift past these as you slide left into the tunnel. An obstacle just after these boxes is a great way to send your opponents into a skid.

Out the other end of the tunnel (the tunnel is also a reasonable place to leave items) is the third set of Item Boxes. Grab these as you slide right.

You can also dodge items, shells, and other drivers by launching up the side of the right wall. You lose speed but dodge some obstacles.

When you drop down the short hill near the flowerbeds, leave a nasty surprise. There's no way to avoid a well-placed item, other than luck. Put an obstacle to the right of the Piranha Plant to coax an opponent left, into the plant's mouth.

The next set of Item Boxes is just before a sharp left turn and the exit from the secret tunnel under Yoshi's Circuit. The turn's drop is another great place to put items.

Around the next right bend is the final series of Item Boxes. Take one of these, then prepare to skirt the last bend.

Watch out for the Piranha Plants; they bite in Grand Prix! Put an item on the left outside part of the bend to encourage your foes to get nearer the plants.

Versus Play Hide and Seek

There's an interesting place on the track where you can be struck by a red shell, tumble through the air, and land on your wheels and continue on with your race with little delay.

It is the short but steep hill near the flowerbeds. Hit your enemies with shells away from this point, preferably as they turn a corner and you can knock them into the sea.

Want the best ambush in the game? Venture off the side of the track at this point and drive to the left of and straight past the metal railing.

Some karts with high clearance, such as Mario's, don't need a Mushroom. Some karts, including the Parade Kart, can't make this jump. Succeed and you land in a tunnel. Note the tunnel only has two Item Boxes in Grand Prix mode.

Boost to the end of the tunnel and you appear at the sharp left hairpin. Your foes are likely to be skidding and pointing left as they move around the corner, and won't even see you!

This is what the tunnel entrance looks like from the outside, so enter here even if you didn't make the jump. Then launch a shell or special attack on your foe!

Mirror Mode

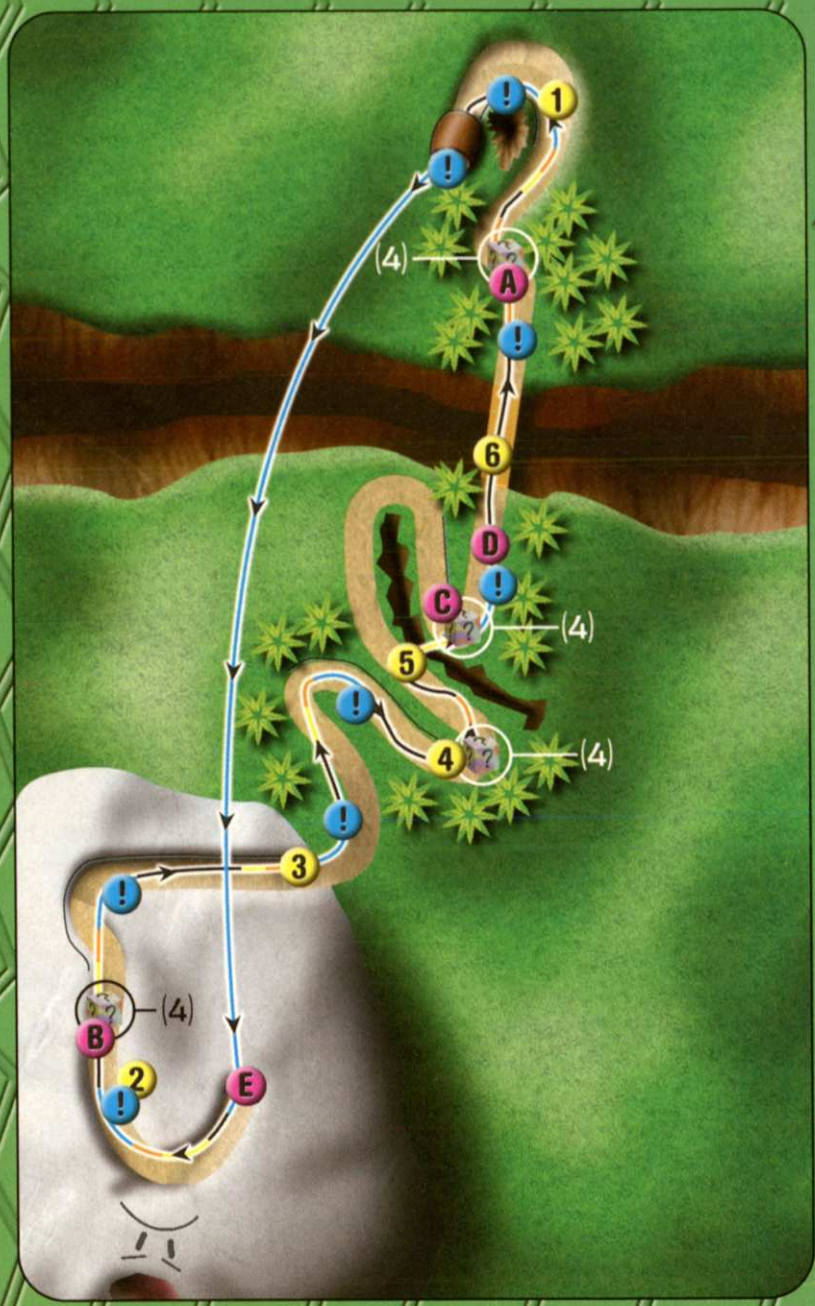
When you unlock Mirror mode, you can replay 150cc Grand Prix and Versus versions of this course. All the tactics work for this new setup, but the maps are mirror images. Use the strategies from Yoshi's Circuit, but substitute "left" for "right" and vice versa.

Mirror Map #11 Yoshi Circuit

Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- Boost After Powerslide, or Turbo Start

Course #12: DK Mountain



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

At the north base of a mountain, you race along the path and into a huge DK barrel. The barrel fires you all the way to the southern top of the mountain. When you land, travel along the road until you reach a crevasse on your right, which you can leap or swerve around. Then comes a final U-turn, and a long straight over a bridge to the finish.

COURSE CHANGES

There are no discernible changes in any of the modes for this track.

Difficulty: 2|5

TT Difficulty: 5|5

Number of Laps: 3

Best Lap Time: 00:41:799

Staff Ghost Access Time: 02:10:000

Prima Challenge: 02:08:500

Preferred TT Kart: Bullet Blaster, Bowser's Kart

UNDULATION INFORMATION

FAST: DK Cannon, light earth, mountain rock, rickety bridge

MEDIUM: Grass verge and banked walls

SLOW: None

DANGER: Mountain edge, boulder, crevasse, rickety bridge

Course for Concern

After you're fired from the cannon, you reach the stone top of the mountain. On the way down, don't venture too far to the left of the path. This is a sheer drop ending in a Lakitu mountain rescue.

In two places, boulders fall from ledges and roll down the mountain near your kart. You somersault and stop if one strikes you, so swerve around the initial two bends of the grassy mountain descent with extra care.

The middle of the track is unsafe—there's a fissure in the middle of the course! Either use the shortcut, or skid around the crevasse. Dropping into the gap results in a Lakitu rescue.

The rickety bridge is the final dangerous area to navigate. Although the bridge sways, you can stay on any part of it without slipping off. If you fall off, usually because of poor driving or being struck by an object, Lakitu winches you up.

Time Trials Tactics

As soon as you start, powerslide around the left turn. Then skid around to the right, following the path.

Finish your powerslide and boost at this point.

Immediately swing to the left and skid around the fence, remaining on the brown earth and not the grass, which slows you down.

When you approach the huge DK barrel, be sure your powerslide is at boost capacity. Launch your kart forward, straight at the barrel.

Point your kart down immediately (↑) so that you land quicker when you reach the top of the mountain.

Don't use your Mushroom as you touch down, but do start to powerslide on the flatter ground, getting as close to the right bank as you can.

When you see the edge of the course ahead, boost out of the corner, but keep to the very right edge of the track side. You must stay as low to the ground as you can.

Instead of launching off the natural ramp, drive up the smaller piece of rock that juts diagonally out of the right wall just before the hump. The launch trajectory is much lower, and you land much faster.

You land on a long, straight area, ideal to use a Mushroom. Ignore the track and stay to the very right side of the rock wall.

Slide along the rock wall and blue-powerslide around the wall. When the wall turns right and opens up, boost.

Point your kart to the left mesh wall and boost toward it, swinging your kart around and powersliding at the mesh wall. As soon as you see grass, boost and skid right.

Ignore the boulder, and expertly powerslide and drift around a sharp right turn, hugging the right side mesh fence.

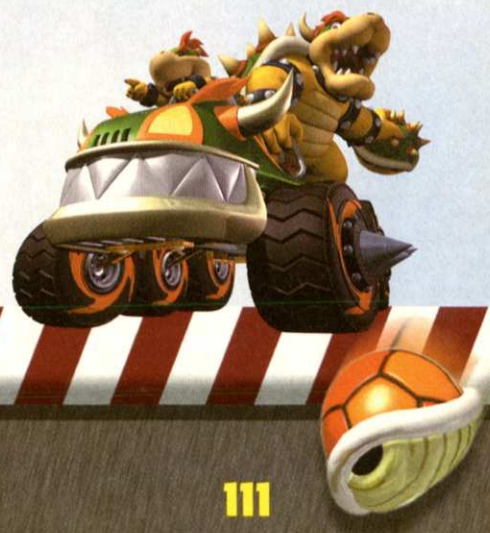
Immediately slide to the left, around the wooden fence, staying as close to the end of that wooden fence as you can.

Keep your speed up, and don't worry if you hit the fence to your right. Now slow down and shave around a second off your lap time by executing a cunning shortcut!

Turn sharply left, maneuver up the left grassy bank, and hit the fence at the top. This sets you up for the shortcut to come. Turn sharply right.

Now drive off the side of the cliff! Head to the left of the end of the fence on the right side of the course.

You cross the chasm without having to make that long U-turn to your left, and save yourself a couple of seconds! You don't need the Mushroom either.



As you land, powerslide to the right and head past the fence on your left. Set yourself up for the final part of the course by boosting from the right bank onto the ground.

Stay in the middle of the rickety bridge and drive across it to the finish line. Then attempt two more laps. The bridge is the other area where you can use your Mushroom.

STAFF GHOST SECRET!

DRIVER:
Donkey Kong
PASSENGER:
Diddy Kong
KART:
DK's Kart

Those apes make good their escape on DK's own log kart. Their impressive acceleration and pinpoint cornering may leave you in the dust at the start. Don't fret—that shortcut can help you catch them!

Grand Prix Plans

If you can get off to a decent start without being shoved, grab a goodie or two from the first set of items.

At the long left turn before the cannon, place a surprise for your opponents on the inside track where your fastest foes tend to race. Mix it up by placing items on the right bank too, if your competitors try this method of making it to the cannon.

Jostling for the cannon is not only permitted but encouraged for those with a bigger kart! In this example, Petey Piranha's heavier kart slams the Toads away. There's nothing as infuriating as being knocked away just as you're heading into the barrel!

When you land from the DK cannon launch, start your slide around to the right, and watch out for or lay an obstacle on the ground before the next series of Item Boxes.

This is a fantastic place for firing shells and targeting those ahead of you with ordnance. Stick to the right side if you want to move quickly away from this second set of Item Boxes and down the mountain.

When you head around the sharp left U-turn on the grass, drift directly through the Item Boxes without falling off the edge. This is one of the few times you need to use the brake (the B Button).

If you don't take the excellent shortcut over the crevasse, be very careful sliding around the left side of the gap. This is an ideal place to put an obstacle or shoot a shell at a player.

The final left U-turn also has a set of items to pick up, so snag one or two before the bridge. The leader, especially, is likely to need a green shell.

The entrance to the bridge is a great spot to fire a weapon or look out for an incoming attack. If you're hit, you slide off the bridge and into the ravine.

If you make it onto the bridge, carry protection or send a shell backward if you have a foe breathing down your neck. Projectiles and bananas are difficult to avoid in the narrow space.

Versus Play Hide and Seek

The only cunning place to hide during this course is behind the landing spot from the DK barrel. Otherwise, you're more likely to be worrying about getting back to the start line in one piece!

Mirror Mode

When you unlock Mirror mode, you can replay 150cc Grand Prix and Versus modes of this course. All the tactics work for this new setup, but the maps are mirror images. Use the strategies for DK Mountain, but substitute "left" for "right," and vice versa.

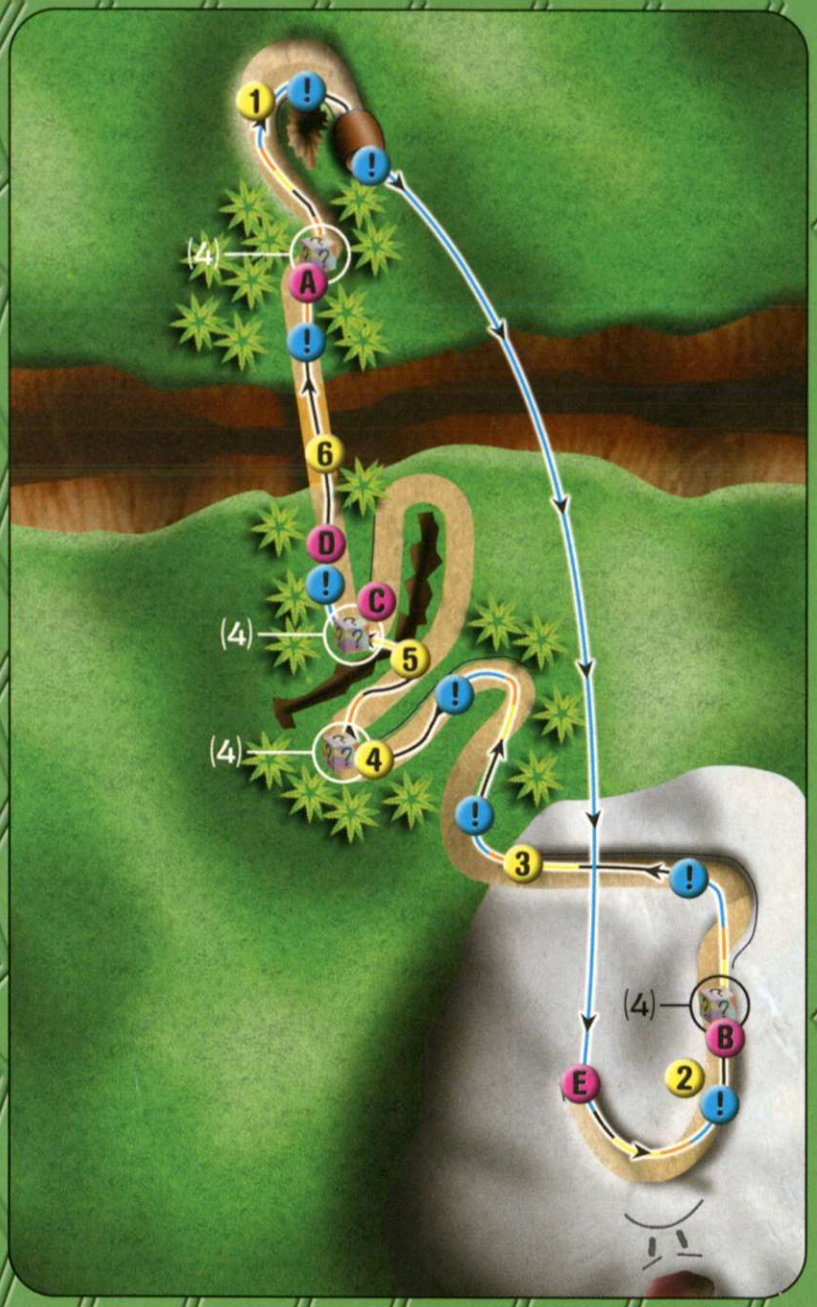
Completing the Star Cup

You already know what time to beat to unlock the Staff Ghosts in Time Trials mode, and Versus mode yields no goodies. If you win the Gold Cup by racing a Star Cup Grand Prix (all four courses, one after another), you can accumulate a host of prizes. You get only a silver or bronze cup for finishing second or third, and nothing at all for placing fourth or lower. The goodies are listed below:

STAR CUP GOODIES

Cup Type	First Place Reward
50cc	Para Wing
100cc	Special Cup (Grand Prix Mode)
150cc	Barrel Train
Mirror	Petey Piranha and King Boo, plus Piranha Pipes

Mirror Map #12: DK Mountain

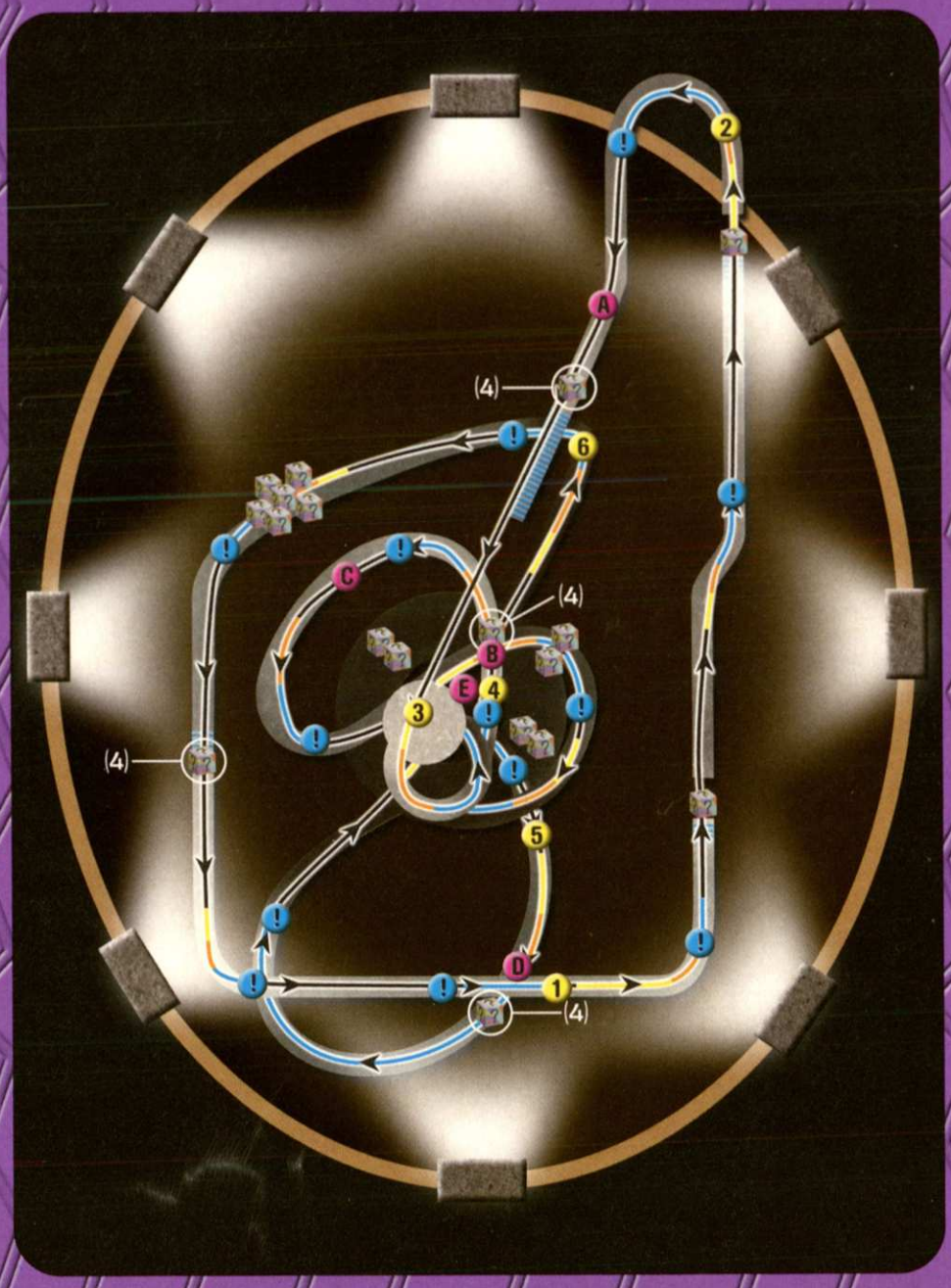


Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

SPECIAL CUP

Course #13: Wario Coliseum



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

After a short straight, there's a left turn, a ramp, and another straight punctuated by a slight S-bend. That's followed by a second ramp leading to a sharp left corner, a slight right turn, and a long ramp over to a "W" landing target. Then comes a long spiral downward, followed by a left-right bend, a very sharp angled left turn, another angled left, and then a hump. After that is a long right turn leading to a second spiral, this time to the right. Then comes a downhill dash over an arena hole (or around the sides), up to a severe left turn and a brick tunnel. A long ramp leading slightly left heads into a final left turn and then the finish.

COURSE CHANGES

There are no discernible differences between the modes, although the Podoboo rings disappear in Time Trials and Versus modes.

Difficulty: 4/5
TT Difficulty: 5/5
Number of Laps: 2
Best Lap Time: 01:09:709
Staff Ghost Access Time: 02:23:000
Prima Challenge: 02:20:500
Preferred TT Kart: Parade Kart

UNDULATION INFORMATION

FAST: Covered ground, mesh ground, brick ground
MEDIUM: Banked ground
SLOW: None
DANGER: Edges of track without fences, ramps

Course for Concern

There are many portions of the track without proper fencing. If uou fall off, Lakitu has to pick you up.

Time Trials Tactics

Powerslide left at the start of the tarmac road, before the last mesh piece.

Swing around the corner in a drifting blue-powerslide, then boost forward and stay to the left as the speed strips force you up a ramp and over your first gap.

Shimmy through a narrow S-bend, ignore the right turn, and drift left through the small tunnel. Boost out before you accelerate over more speed strips and a second ramp.

Once you clear the ramp, stay to the middle of the road and powerslide toward the sharp left turn ahead. As you drift around this corner, boost out, pointing your kart to the right and cutting the right corner near the start of the long ramp ahead.

As you drift around this left corner, boost out, pointing your kart to the right, and cut the right corner near the start of the long ramp ahead.

Stay in the center of this ramp and accelerate up the speed strips. Prepare for a large leap.

Sail through the air, dipping the hood of your kart down with ↑ so you land faster. As soon as you land, swing left and powerslide,.

Start a downward spiral, making sure you have blue sparks as early as possible. Apply a left turn while drifting.

When the spiral opens to the track below, boost at the point shown in the screen. Find the racing line so you stay on the right of the bend ahead.

The track slopes up, then turns sharply left at a 30-degree angle! Scary! Bravely powerslide around this turn, close to the inside corner.

Boost as you turn the corner. Start another powerslide and drift around the inside of the second left turn, getting close to the edge.

Straighten up and boost over the hump. Once you land on the other side, the track bends right and dips. When the bend starts, begin a long blue-powerslide.

Continue to hold the powerslide, facing the right fence, to a second downward spiral. Stay in this position, with blue sparks coming from your wheels.

As soon as you see that ugly mug of Wario's, boost down the straight as it dips sharply downward, pointing right.

When you land, skid and point to the right for another long, sharp right powerslide. Boost as you pass below the metal arches.

Rein your kart in for another strong right blue-powerslide, through another set of arches. Wait for the track to stop turning right.

Boost now! Ideally, face forward more instead of toward the wall, and pick up speed as you accelerate down to a central arena.

Although you can drift left or right around the hole in the middle of the arena, a quicker plan is to use the speed strip ramp.

Dip forward (↑) in the air so you land faster, onto a second speed strip. You rocket to the other side of the arena. Point your kart left and slide halfway up.

A sharp left turn isn't visible until you reach it. Turn the corner and blue-powerslide close to the inside left corner.

Hug the left wall of this tunnel, minimizing the time you're here, and boost out of the powerslide just after the turn. A second later, use a Mushroom—the area's straightest course.

Once on the scaffold track again, slide and turn left slightly, create a blue-powerslide, then boost. Cut close to the inside of the long part of the track, but don't fall!

Zoom over the final set of speed strips and ramp. Stay a little left of center. You have a final left turn to make.

When you land, start a swift powerslide around the inside wall of the final end to the finish line. Repeat this exceptional driving one more time!

STAFF GHOST SECRET!

DRIVER: Waluigi

PASSENGER: Wario

KART: Wario's Jalopy

Who were you expecting? Peach? This is Wario's world all right; he has his cohort Waluigi on the back of his jalopy. He shows no fear when tearing around the corners, always taking the inside bends with precision. Curb your fear of falling if you want to catch him around the curves without walls!

Grand Prix Plans

Once around the first corner, the initial ramp is a great place to push off your opponent, waylay him or her with shells, and grab the first Item Box from within the Podoboo ring.

The next ramp provides a similar plan of attack. Leave obstacles on previous laps, push your opponent into an obstacle before you reach the ramp, and grab another Item Box during the jump.

Once around the northeast corner, dash southward to the huge ramp. The track has six Item Boxes.

If at least one of these items is a shell, use it to bring a screeching halt to your enemy's zooming up the ramp. Shoot early to knock your foe off the top of the ramp.

The jump is a good place to fire a shell from, although you need to watch the spiral ahead for bouncing green shells. A banana on the middle of the "W"—where there's little room to dodge—also scores.

A red shell fired from the "W" at the top of the spiral can certainly catch up, but strategically placed obstacles such as the banana are also difficult to negotiate.

Once you drop down from the spiral, zip straight through four Item Boxes as you approach the severe left corner—another great place for an obstacle ambush!

With no fences on either side of the mesh road, obstacles and red shells rule this part of the course! Fire away!

Once over the hump in the road, slide through a collection of six Item Boxes at the beginning of the long right turn.

Just before the final spiral, another set of four Item Boxes is sure to provide help to your cause. Save the items for the spiral to come, though!

Putting obstacles anywhere ahead of the dash down to the arena area is a good plan of attack. Drivers are sliding and cannot actively dodge.

When you use the speed strip ramp over the hole in the arena, face your kart forward in the middle to collect the floating Item Box. If you don't want to go airborne two sets of Item Boxes are on the arena perimeter.

Once you skid around to the left and enter the stone tunnel, six Item Boxes are strewn around—a perfect spot for planting a reverse Item Box!

The ramp up the final long left bend has four Item Boxes at the top. Snag one, and try to use it before the finish line ahead.

The last tight left turn is a great place to lay a final obstacle, such as a banana for a leader to slip on.

Versus Play Hide and Seek

One of the best places for an ambush is the outer rim of the first landing spot. Instead of landing on the "W," stay on the sides or reverse back to the mesh area behind the "W," and wait for your foe to drop in!

The arena sides are also great places for ambushes. If you're far enough ahead, you can zoom around and backtrack along the track to lay a nasty trap.

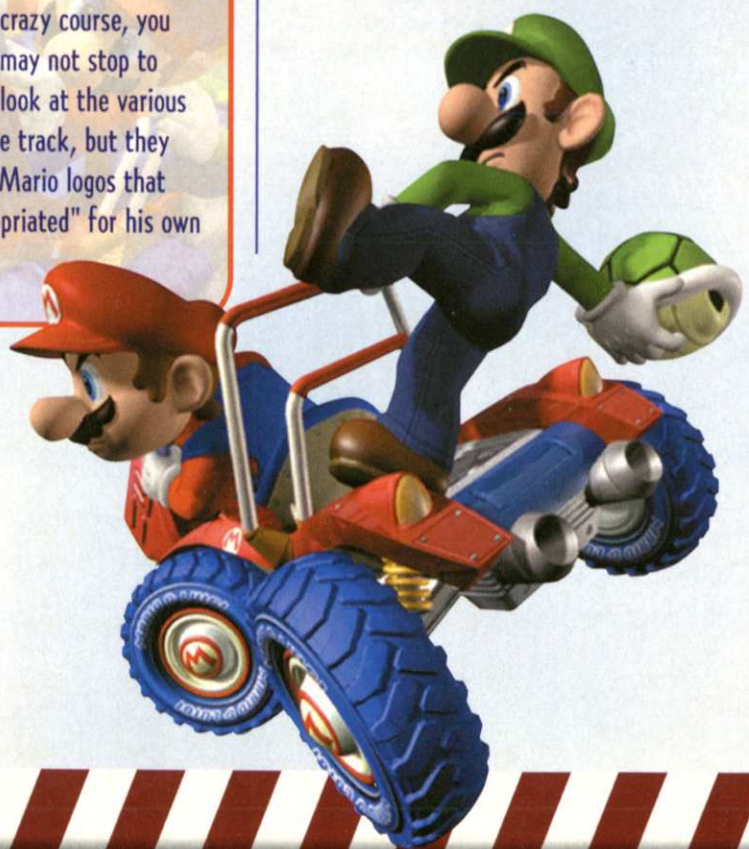
You'll also discover the amazing power of your kart's tire grip. Daisy was able to stay on the track with some acceleration, and you can, too, if you're swiped almost off the track. Practice balancing off the edge of this track to aid your dodging skills.

DOUBLE DASH DOUBLE TAKE!!

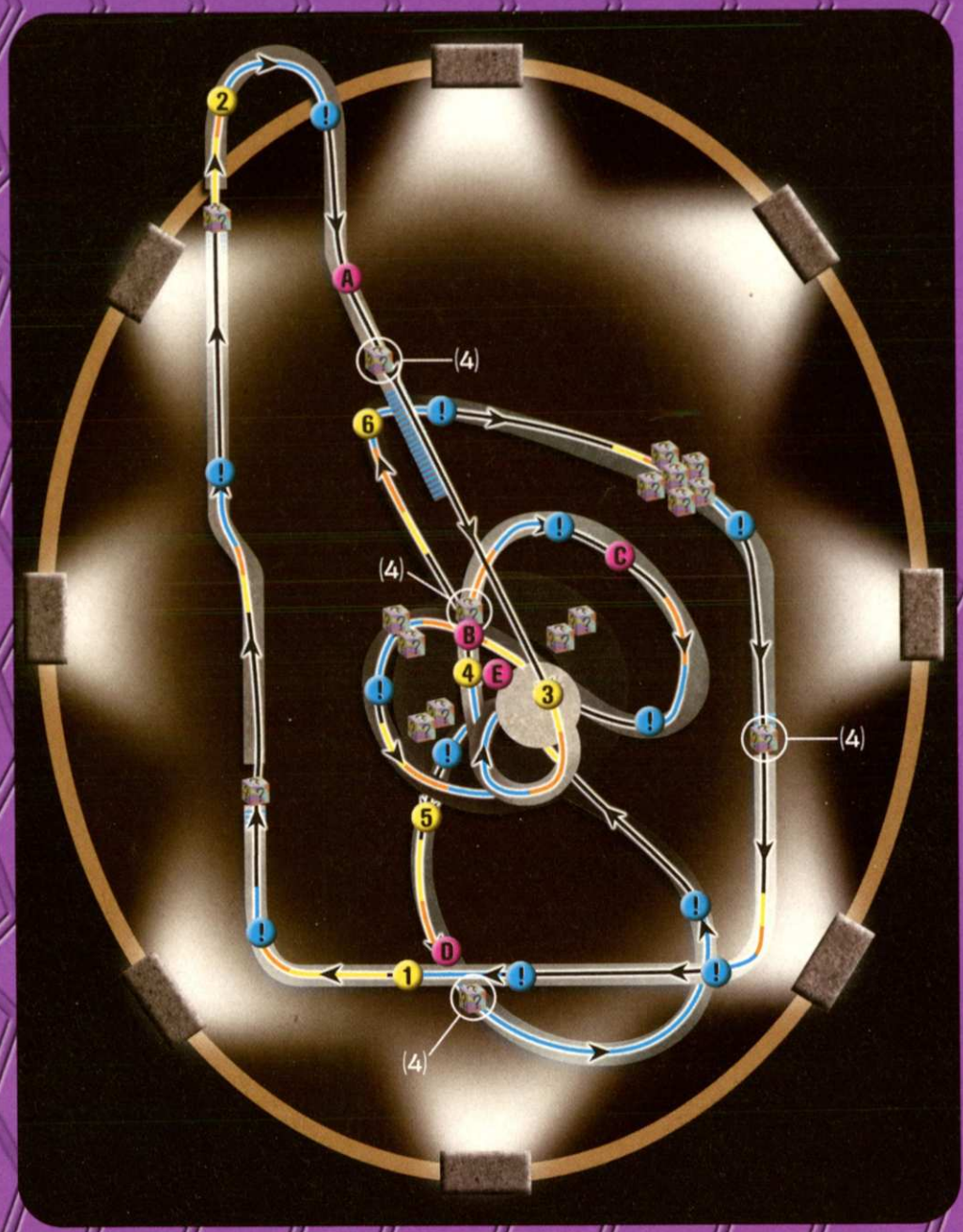
When you're zooming around this crazy course, you may not stop to look at the various billboards around the track, but they are all recognizable Mario logos that Wario has "re-appropriated" for his own image!

Mirror Mode

When you unlock Mirror mode, you can replay 150cc Grand Prix and Versus modes of this course. All the tactics work for this new setup, but the maps are mirror images. Use the strategies for Wario Coliseum, but substitute "left" for "right," and vice versa.



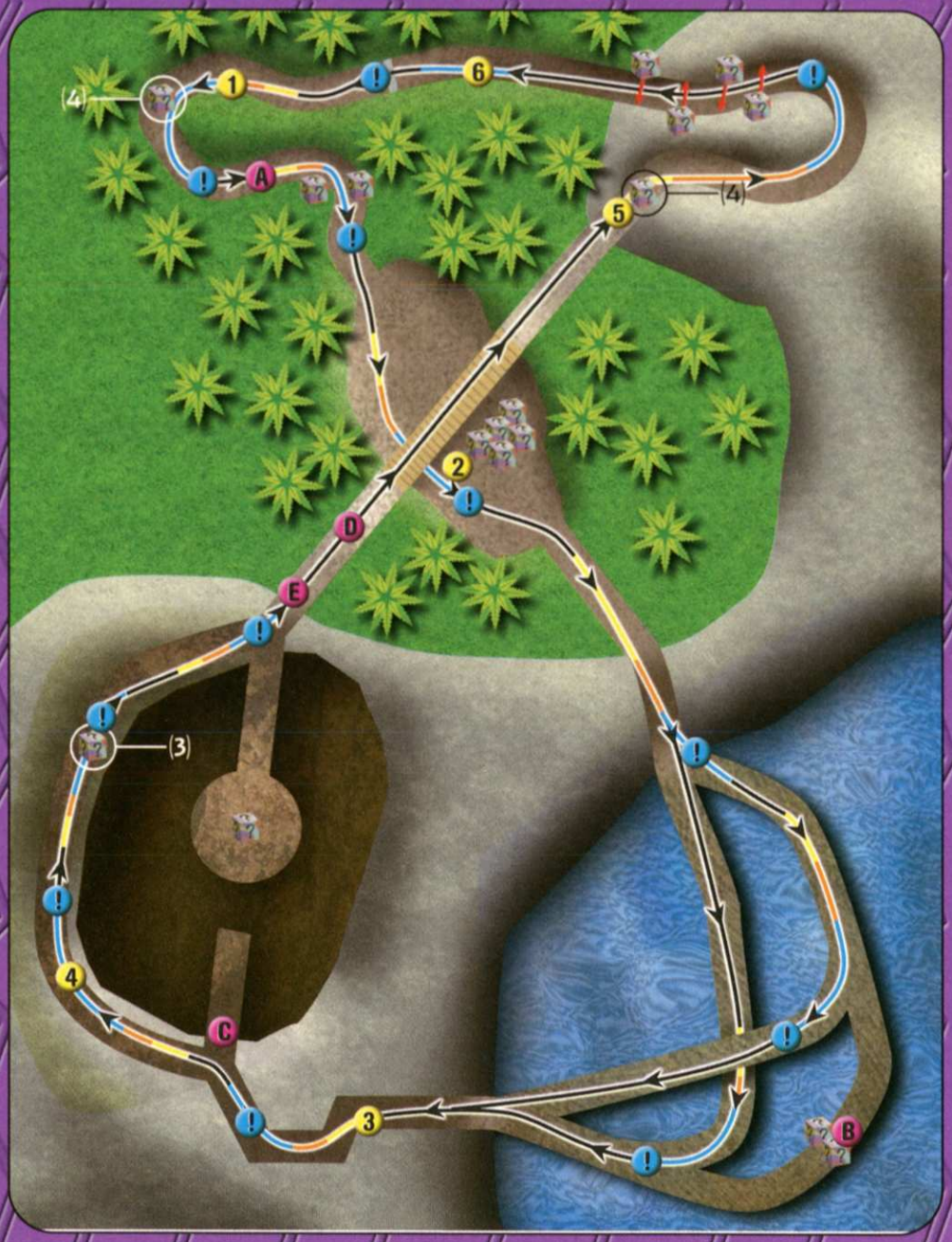
Mirror Map #13: Wario Coliseum



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Course #14: Dino Dino Jungle



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Moving Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

After a sharp left turn, there's a zigzag between two logs, an area of open ground passing under a bridge and giant dino feet, then a left-right-left tricky path out to three snaking bridges. All three turn right with various degrees of severity and lead to a cave entrance. Inside the cave is a short left-right area, then a choice of either a long narrow right curve around the left of the cave, or a ramped shortcut to the center of the cave, and out the exit (Mushroom only). Out of the cave, there's a rickety bridge and a dino head to dodge, a bump, then a very sharp left U-turn. A final couple of steps head down to the finish.

COURSE CHANGES

There is only one double Item Box on the secondary snaking bridge in Versus mode, instead of two in Grand Prix.

Difficulty: 5|5

TT Difficulty: 5|5

Number of Laps: 3

Best Lap Time: 02:01:743

Staff Ghost Access Time: 02:03:000

Prima Challenge: 00:39:968

Preferred TT Kart: Barrel Train

UNDULATION INFORMATION

FAST: Earth, blue earth, wooden bridge

MEDIUM: Grass verge

SLOW: Wooden ramp, sand

DANGER: Wooden bridges, wooden ramp, dino legs, dino head, waterspout

Course for Concern

This course has three types of bridges. The first is a set of three snaking bridges leading to a cave entrance. These have no railings; if you fall, you land in the water below. The second is a wooden ramp as you enter the large cave. This is a jump to a sandy area of the chamber, which can be reached only by Mushroom power. The third bridge spans the area to the left of the giant dino. If you fall from this structure, you tumble toward the earlier part of the track before being placed back on track by Lakitu.

The giant dino's feet are a problem if you want the four Item Boxes between them. You need to swerve between the front and rear feet, or between the two front feet. Hit the feet head-on and you spin or slow down. Get stepped on by a raised foot, and you're flattened, losing speed.

Later into the course, as you drive along the rickety bridge, the dino's head may nudge karts from the right side of the structure. Stay left to avoid the dino's head.

The track has seven waterspouts, three inside the cave and before the finish. Waterspouts from the ground appear after a couple of seconds of bubbling water. You can drive over or around the waterspout holes, but when the jet of water appears, the spout is dangerous. If you're caught, you're thrown upward, then land and stop moving.

Time Trials Tactics

After a brilliant turbo start, slide your kart to the left around a series of jutting logs and grassy roadside strips, close to the grass.

Make the racing line by blue-powers-liding to the end of the left corner, then boosting across the grassy area on your left. Set yourself up for a slide around the two logs ahead.

Restart if you hit a log! You must be millimeters away from the right-side log as you slide past it. Once past it, blue-powerslide and quickly boost, heading to the dino.

There's no shortcut through the dino's legs. Slide to the right of the feet and boost past the front foot nearest the right wall.

In the cave's tricky path, turn right and slide, despite the initial left turn. Slide the back end of your kart near the left wall, then blue-powerslide and boost to the right.

Quickly switch directions and slide around the left corner. You come to a choice of two bridges.

If you take the wider bridge, you can access the Staff Ghost. Begin a quick powerslide close to the right edge of the bridge.

As you hit the corner, you slide left. Boost out of your blue-powerslide and straighten up, zooming into the cave ahead.

If you decide to head onto the other (incredibly dangerous) bridge, slide close to the tricky corner's right wall, then turn and face the speed strips on the bridge. Race forward.

Immediately turn right and skid around the bridge until it joins the branching path from the main bridge. Powerslide if you've practiced enough. Slide early, or you hit the edge between the narrow and branching bridges and fall into the water. That adds a half-second to your time.

Once inside the cave, start a long right drift at the left corner.

As soon as you reach the right corner, either boost forward, toward the narrow rock path circling the left edge of the cave, or head to the rickety ramp to the right.

You can attempt to launch from the ramp onto the sandy central cave area, but you need both Mushrooms and can only attempt this on one lap (usually the last). The Staff Ghost does this, but it is easier to concentrate on perfecting the route around the left side of the cavern.

As you skid along the circular path, make sure you don't hit any of the holes in the ground, even if a waterspout isn't active. Concentrate on your racing line.

Here comes the scary part! Start a blue-power-slide skidding right, along the inner edge of the path, taking care not to slip into the pit.

After you pass the first hole, boost and then start a second drift facing the pit. Get close to the pit without losing tire grip.

At the third hole, turn and boost toward the exit, then drift left and execute a blue-powerslide. Boost toward the middle of the cave exit.

Launch through the exit, into the air. Point your kart down with ↑, and you land on a patch of earth near a rickety bridge.

Use a Mushroom to speed up to maximum velocity and cruise across the bridge. Stay in the middle, never to the right side, or you're knocked by the dino's snout.

5

Once over the bridge, start a long left drift just before the bump, aiming your kart at the end of a mesh fence on your left.

Powerslide around the end of the fence, almost skimming the edge of it, staying close to the inside curve.

Once you're pointing down the course toward the finish line, boost down the stepped sections of the track and steer to the middle of the road.

As you land, be sure your tires are touching earth, not grass, to avoid losing time. Accelerate forward.

6

Just before you cross the finish line to attempt two more 40-second laps, you cross a line of spout holes. Drive between the holes to minimize bounce and air time. Two more laps!

STAFF GHOST SECRET!

DRIVER: Diddy Kong

PASSENGER: Donkey Kong

KART: DK Kart

The monkey duo is back again, and this time they really aren't messing around! They always take the speed strip rickety bridge before the cave, and use both Mushrooms on the ramp to the sand on the last lap. Weep at their prowess, and mimic their racing line to beat them—it'll take you days!

Grand Prix Plans

The initial left corner is your first opportunity to secure an Item Box. The rest of the turn is a good place to waylay your foes with an obstacle.

If you miss an Item Box in the initial rush, you can bounce onto either of the last two logs to secure an item or two. This is a good place to launch shells.

The dino's stomping feet hide four Item Boxes, easily secured if you zoom under the raised foot on lap one, or around the foot on laps two and three. A reverse Item Box is a great obstacle to put here to throw off a competitor.

Fire shells from the tricky corner only if you know they are going to connect. The snaking wood bridges ahead overhang water, into which the shells fall—as does an opponent if you hit one here!

You have a choice of routes. If you take the second bridge from the middle, you spot two double Item Boxes. There's only one double Item Box in Versus mode.

Inside the massive cave, secure one of three Item Boxes. Use any items you have, placing bananas near waterspout holes, and aiming shells so opponents fall into the pit on your right.

A good way to avoid the nasty objects you placed in previous laps is to take the rickety ramp, only usable with Mushroom power.

You land on a sandy pit which slows you down, but you can secure an Item Box while you're here, and zoom back to the main route without worrying about the curved path on the left.

Launch over the bump, onto the rickety bridge and dino head, and there's no better place to launch a shell. You have considerable viewing distance.

Watch out for that dino snout! If you can place a banana to the left of it or nudge a foe into the snout, do so.

At the end of the bridge there are four Item Boxes. Snag one, then watch out at the sharp U-turn, ahead of you. This is a prime spot for placing obstacles.

Once you make the turn, fire a shell in front of you, toward an enclosed straightaway. Down the steps to the ground below are four more Item Boxes, moving left to right.

Fire shells behind you at the row of waterspouts to cause confusion, especially if they're Bowser-sized! Also put down a banana or three.

Versus Play Hide and Seek

Hiding in the first area with the dino feet can be a deflating proposition. Being stomped on stops your kart, but you can accelerate and fire all objects when flattened. Hide behind those legs for an ambush.

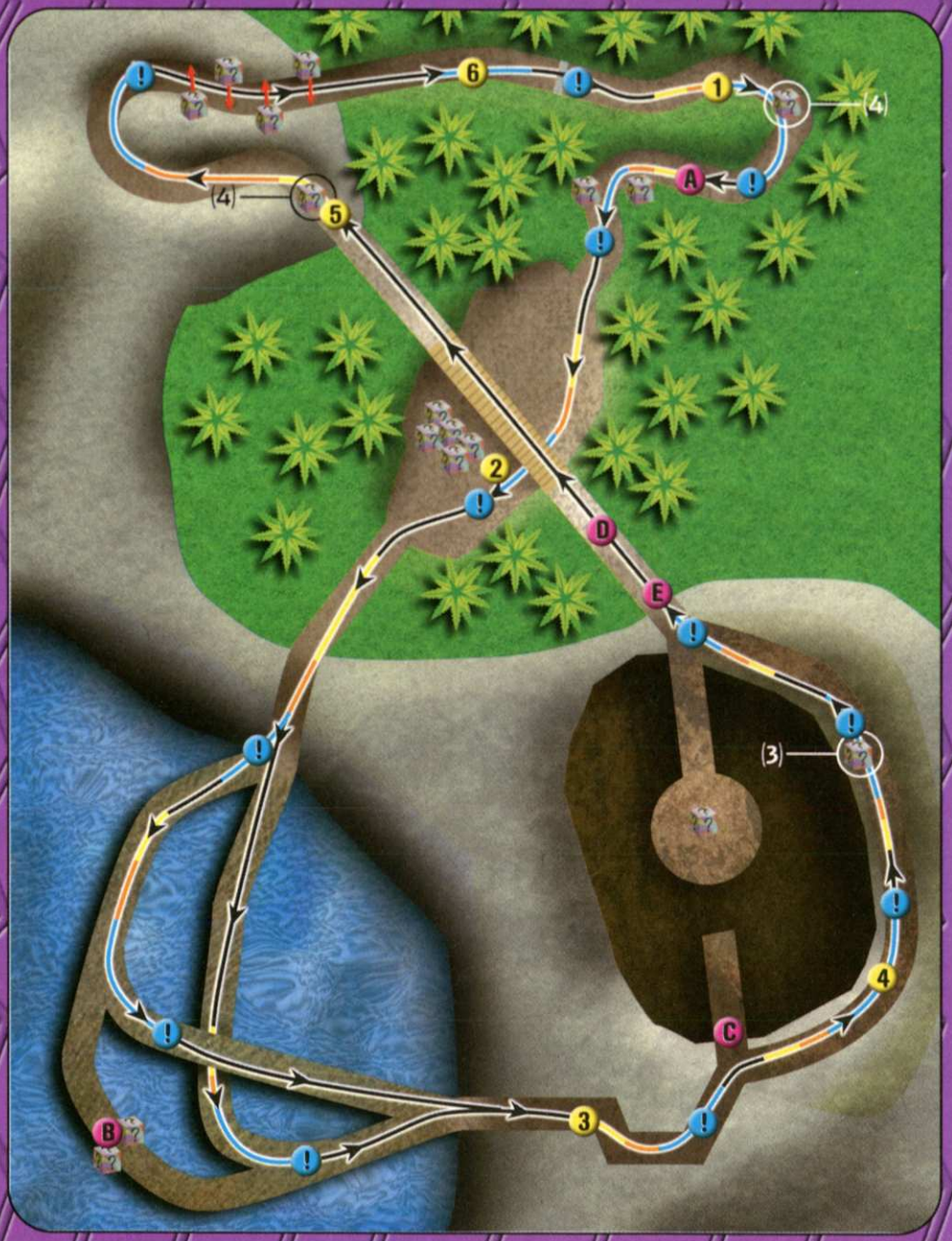
From the main bridge, take the left path; you reach one double Item Box instead of two in Grand Prix. This is a quick item grab, useful before you enter the cave.

Racers with a considerable lead should swing around at the end of the cave and peg incoming enemies with their assembled weaponry, or hide just before the rickety bridge.

Mirror Mode

When you unlock Mirror mode, you can replay 150cc Grand Prix and Versus modes of this course. All the tactics work for this new setup, but the maps are mirror images. Use the strategies from Dino Dino Jungle, but substitute "left" for "right," and vice versa.

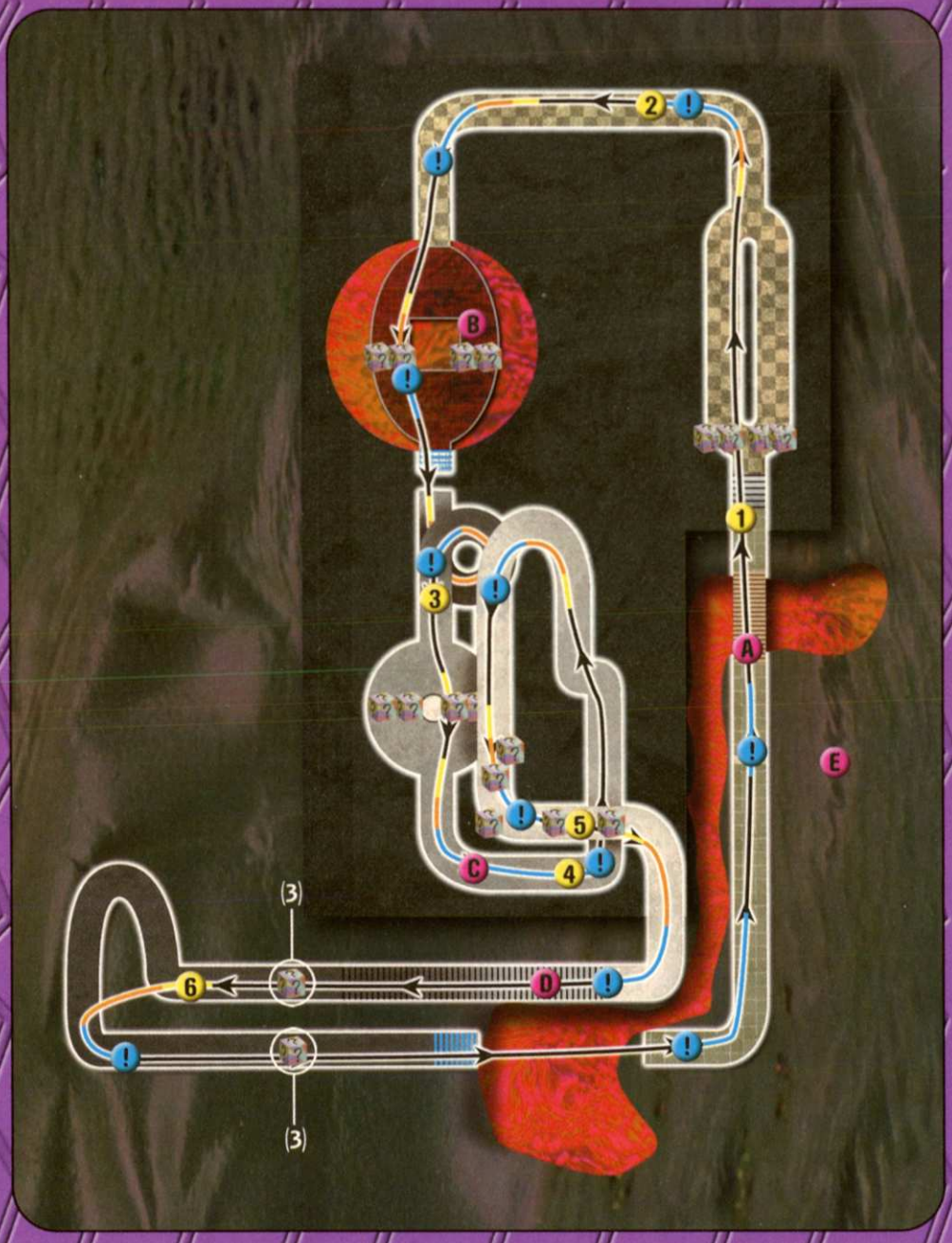
Mirror Map #14: Dino Dino Jungle



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Moving Item Box
- Racing Line
- Powerslide Points
- Boost After Powerslide, or Turbo Start

Course #15: Bowser's Castle



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

Overview

After you dash over the drawbridge, you reach a long corridor with two Thwomps. Then you come to a mesh platform with a hole in the middle leading to a ramp, and a very long, narrow left turn. At the top is a circular room with Podoboos moving around. The course continues across the top of the castle, to a short left and a tricky right corner to the top of some steps. Down the steps is a large chamber with a Mechanical Bowser at the end. Zoom down the straight, drift off the end for a shortcut, or turn right then U-turn left. Make a sharp left, then dash down a straightaway, a ramp, and through a right turn to the finish.

COURSE CHANGES

The two Thwomps in the second corridor disappear in Versus mode.

Difficulty: 4|5

TT Difficulty: 4|5

Number of Laps: 3

Best Lap Time: 00:53:076

Staff Ghost Access Time: 02:46:000

Prima Challenge: 02:44:500

Preferred TT Kart: Barrel Train

UNDULATION INFORMATION

FAST: Rich brown earth, drawbridge, red carpet, stone, mesh, ramps

MEDIUM: None

SLOW: Dark brown earth

DANGER: Thwomps, Podoboos, ramps, Bowser fireballs

Course for Concern

The rickety bridge and moat surrounding the castle aren't dangerous, but if you slow down for an exterior ramp or fall off the drawbridge, you land in murky purple water and have to be winched back by Lakitu.

You must negotiate Thwomps on this course. If you run into or sideswipe a Thwomp, you slow down or spin around. If you're under a Thwomp when it lands, you're squished! You stop, but have normal control of acceleration and weapons despite your flattened shape. You spring back to your normal shape in seconds.

Giant Podoboos fly over a mesh platform and circle a chamber. Hitting one ignites your kart (your passenger frantically smothers his or her personal blaze). You also spin out, which is dangerous if you're near a hole.

Mechanical Bowser is back! He moves left and right at the end of the course, belching giant fireballs. Judge his location to gauge when the next belch is likely to occur. When the fireball appears, dodge.

The interior of Bowser's castle is filled with lava. If you fall off the track, you land with a splat in this bubbling magma. Fortunately, you're winched to safety by Lakitu, but you have wasted time.

Time Trials Tactics

As you zoom from the starting point, position yourself for the first castle corridor and take the drawbridge slightly right of center.

When you reach the entrance to the castle, stay on the red carpet, moving slightly left and lining up with the left Thwomp corridor.

You've chosen the Barrel Train so you won't have to worry about hitting Thwomps. Pass to the right side of both (left if you're in the right corridor).

As soon as you pass the second Thwomp, make a sharp left powerslide around the 90-degree turn ahead. Make sure blue sparks are flying!

Facing down the next Thwomp corridor, boost the moment you finish the corner. If the Thwomps are rising, start your powerslide early.

Otherwise, begin to powerslide left as you reach the second Thwomp, skidding around the next corner close to the left wall.

Skid around one side of the mesh floor with the hole in the middle, and powerslide early, before you reach the hole.

When you reach the middle of the path around the hole, point your kart diagonally to the middle and boost. Then, without slowing, skid in the opposite direction to point your kart at the ramp.

Use the speed strips to burst up the ramp and over the lava below. Point your kart left in preparation for a long, circular climb.

The moment you land, slide upward around the long, spiraling path. Don't use a Mushroom or you hit a wall. Stay close to the inside wall.

Once the spiral straightens out, blue-powerslide and boost out of the circle, straight toward the rotating Podoboo chamber.

If you're fast enough and make it into this room within 26 seconds, you can squeeze between the second and third Podoboos on the left arm.

The first lap's Podoboos are at a narrower angle, so be careful. The gap is easier to negotiate on laps two and three.

The nano-second you pass through the Podoboos, start a sharp drifting slide around the tight left corner ahead. Try to blue-powerslide as you pass the left inside corner.

Continue the drifting slide around this corner, the corridor ahead, and the next corner, then boost up the brick slope. Hug the left wall.

Start another slide as you reach the second of the two sloping "steps" heading upward. Skid close to the inside left wall.

Swing around this tight left U-turn close to the left wall, then boost into the open road atop the castle. More drifting lies ahead.

Once you spot the left arrow ahead, turn and drift left, blue-powersliding along the left wall. Stay a little farther away from the wall than usual. You need to drift through the zigzag corner ahead.

When you reach the left corner, boost out of the first drift and start a second, maneuvering to skid close to the right wall.

Aim to skid onto the red carpet, then boost. You head down a set of stairs to the final and most frightening part of the track.

On the first and third laps, pass to the right of massive fireball belches from the Mechanical Bowser. Stay in the middle of the stairs on the way down and keep a straight line. The fireball isn't there on lap two. This assumes you've reached this point in around 40 seconds.

Instead of skidding to the right and heading around the looping U-turn, start a left powerslide just before you zoom through the break in the wall.

If you're moving fast enough, you slide (facing left) over a lava pit and land on the track, saving yourself at least three seconds! If you're not fast enough on lap two, a fireball emerges from Bowser and fries you. Be quick or be toasted!

When you land, skid in a left circle creating a blue-powerslide, then boost before you smack into the right wall.

On the first and third lap, watch for an incoming fireball to your right. Stay in the middle, heading straight over the speed strips and final gap.

Once you land, turn left and point your kart at the finish line. Use a Mushroom on the first and second laps; on lap three, simply turn left with a powerslide and boost. You dart across the dark mud without slowing. Two laps to go!

STAFF GHOST SECRET!

DRIVER:
Bowser

PASSENGER:
Bowser Jr.

KART:
Bowser's Kart

It seems only fair that the King of Koopas and his pint-sized son would race you through his latest castle course! Bowser employs all the tricks in the book—*this* book, in fact—but he tends not to use the shortcut near the Bowser statue, so you can catch him.

Grand Prix Plans

Just after the start, if there's an opponent nearby, nudge your foe off the drawbridge and into the moat with your kart or a shell.

At the top of the red carpet are four Item Boxes, two leading to the left Thwomp corridor and two to the right. Take your pick.

The two Thwomp corridors and the long corridor around the corner are all perfect places to put an obstacle or two. Red shells work, especially if you can time the impact so your foe hits a Thwomp, too!

On the mesh platform with the hole in the middle, fire a shell at a foe before he or she picks a path around the hole. Your enemy tumbles in. Then swerve to either side for two Item Boxes.

As you bounce off the next ramp and onto the long corner, leave a present for those behind you, or fire a shell at those in front. It's next to impossible to dodge them.

The circular chamber holds your next set of Item Boxes. Snag one on the way.

If you're using Time Trials tactics, drift around the next two left turns with skill. Obstacles are difficult to avoid, so don't get caught. Stay to the left side as you emerge from this drifting left turn. The right wall is missing, and you can fall off the track, especially if you're hit by a shell.

You find a couple of Item Boxes on the open path. Swing by and snag them. The corner leading to the red carpet is littered with obstacles. Stay close to the right wall and leave your own surprises.

As you zoom down the stairs, the fact that you can't see in front of your kart on downhill stretches should lead you to drop obstacles on the stairs—a great ambush plan.

Halfway down the first path, around the lava lake, are four Item Boxes. Watch out for incoming fireballs before you bag one.

If you must turn right instead of using the shortcut, employ a Mushroom boost around the rarely used U-turn.

Use the shortcut at the end of the first straight near Mechanical Bowser. The landing point is the premiere spot for a nasty present.

The final set of Item Boxes is on the exit route back to the final ramp. Snag an item. Place an obstacle on the landing area after the ramp, rather than on the ramp itself.

Versus Play Hide and Seek

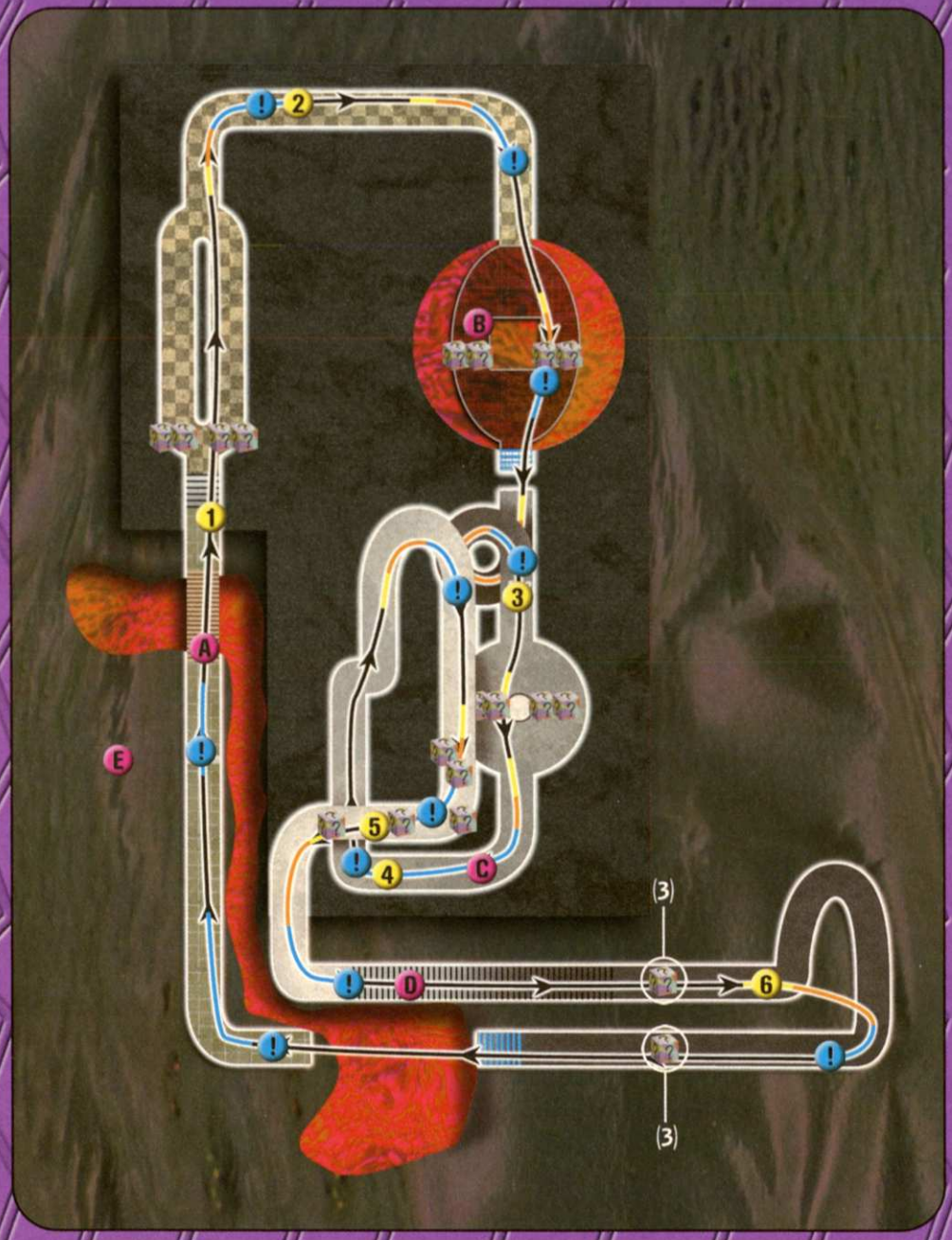
When you reach the circular chamber with the rotating Podoboos, hide behind them. Skid around the room, lie in wait, and ambush your opponent.

You can also lie in wait in the dark, muddy area to the right of the finish line, where you're hidden by a wall. Blast opponents passing you by—with any luck, into the moat!

Mirror Mode

When you unlock Mirror mode, you can replay 150cc Grand Prix and Versus modes of this course. All the tactics work for this new setup, but the maps are mirror images. Use the strategies Bowser's Castle, but substitute "left" for "right," and vice versa.

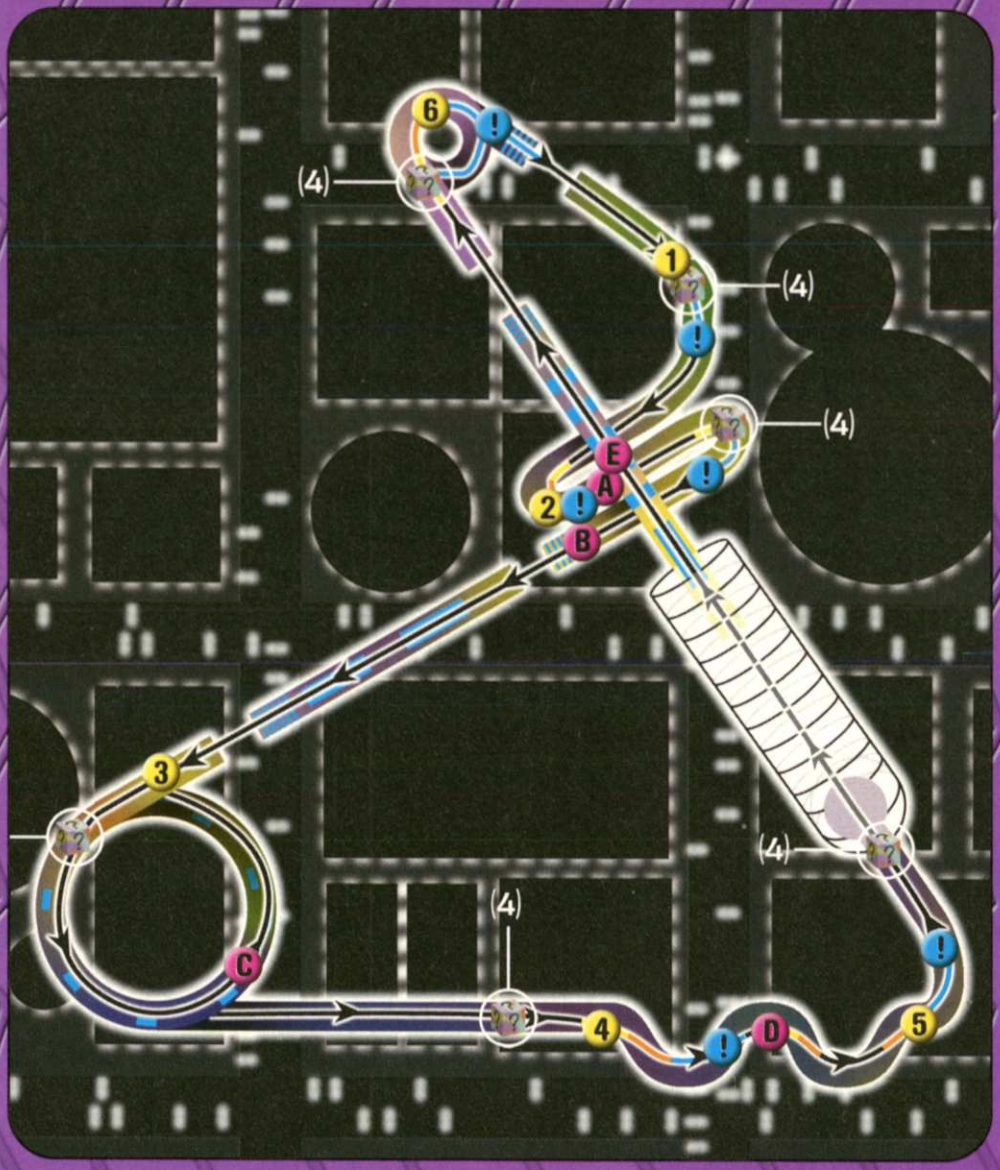
Mirror Map #15: Bowser's Castle



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- Boost After Powerslide, or Turbo Start

Course #16: Rainbow Road



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- Boost After Powerslide, or Turbo Start

Overview

After an immediate jump, zoom through some very sharp U-turns. You reach two ramp jumps onto giant speed pads, then a straight to a series of 12 speed pads in a giant curved spiral. You come out of the spiral into a dangerous series of turns without fencing. After three more speed strips, a rainbow elevator ascends to the top of the course, dropping you on giant speed strips. Zoom down a straightaway to a final ramp. On the other side, a straight leads to a tight right spiral down to the finish.

COURSE CHANGES

Stars that fall onto the track can only be picked up and used in Versus and Grand Prix modes.

Difficulty: 5/5

TT Difficulty: 5/5

Number of Laps: 3

Best Lap Time: 01:04:845

Staff Ghost Access Time: 03:19:000

Prima Challenge: 03:17:500

Preferred TT Kart: Parade Kart

UNDULATION INFORMATION

FAST: Speed strips, Rainbow Road
MEDIUM: None
SLOW: None
DANGER: Sides of road without fences

Course for Concern

You'll wish plenty of times that there was a fence at the edge of the track you just skidded off! Take corners on the inside, and drift to your advantage. Perform light turns when you're zooming across speed pads, especially on bends. If you fall from the track, Lakitu catches and reinstates you.

The incredible driving skill saves the Koopa and Yoshi karters from a plummet. You can keep your kart on the Rainbow Road with the edge of the tires resting on the side of the track for a split second. You begin to fall, but if you turn back onto the course quickly and are traveling fast enough (50+ mph), you can actually leave the track, then move back onto it and not lose too much speed. This takes some practice!

You spot spinning stars leaving a trail of stardust in the sky during your laps. Sometimes one lands on the course, staying there for around a minute before dissipating. Run into it, and it acts as a Star Power up! Stars are found on the initial ramps to the spiral bend, the winding road after the bend, and the straightaway after the elevator.

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Time Trials Tactics

Zoom off the grid with a well-timed turbo. Zip straight off the ramp and speed strip, pointing your kart downward. Use a Mushroom as you land.

Start a long right-turning drift just before the first fence appears on the side of the road. Drift along the middle of the road as it bends to the right.

Boost when you see the U-turn ahead and below you, pointing your vehicle to the left as you accelerate. Make the next turn count!

Swing around to the left in a full-blown blue-power-slide skid and wrap your kart around the inside left fence.

Boost down this nasty right turn. As before, there's no exterior wall!

Sweep around with a sharp blue-powerslide, staying to the inside of the right corner, zipping around without touching the inside fence. If you must, hit the beginning of the outside left fence when the track straightens.

Wheee! You zip over the next ramp and speed strip, landing on a gigantic speed strip below. Remember to point your kart down to reach the strip faster.

There's another speed strip and ramp off the track. This one deposits you on a lower piece of track with a long, left-spiraling corner in the distance.

You pass over the first speed pad on the ground. Your plan now is to use the speed pads to boost around the long, left turn. You have 12 to hit.

Try to hit all 12. Blue-powerslide and boost as you enter and exit the speed pads.

TIP

Prevent a serious kart-falling problem by practicing this part of the course. It's one of the most difficult. Make very light steering moves left ← and right →, tapping the Control Stick, and don't head onto all speed pads until you've learned the delicate steering needed to reach each one.

Out of the spiral, head east toward a series of wavy corners. As you reach the first slide and point left, then boost as you skim the inside left corner.

Immediately slide right, pointing right and skimming the inside corner of the second bend, then boost out of this one without fear.

Point your kart across the inside bend ahead and zoom straight to it and across the right bend, making sure you keep your speed up. Pass the corners close to the sides.

Start your next boost at the sharp left corner, passing close to the left inside turn, then boost toward the speed strips ahead.

Zoom up the great rainbow elevator. Unlike your other airborne expeditions, don't point your kart forward, or you drop down behind the speed pad and lose time.

When you land, you boost automatically. Set yourself up for the final speed pads on this stage. Steer left as you head off the pad.

Hit the pad left, then right, then right a bit more, and left a little, ignoring the pad on the left as you ride over the slight right bump. Aim straight for the ramp to come.

Hit the speed strip and fly over the final ramp. Point your nose down, then prepare for a tight spiral corkscrew to end this madness!

Start sliding right before the turn, edging toward the inside right bend. Blue-powerslide to the bottom of the corkscrew.

When the corkscrew opens, make one final boost over the finish line. Use a Mushroom as you land from the next ramp and begin your subsequent laps.

DOUBLE DASH DOUBLE TAKE!!

If you stop wrenching your kart away from the edge and focus on the track instead, you see various items blown up and splattered with rainbow magic dotted far in the distance. Check out the Bob-Omb, banana, shells, and more. Look, there's Yoshi's Egg!

STAFF GHOST SECRET!

DRIVER: Mario

PASSENGER: Peach

KART: Mario's Kart

Aw, isn't that cute? Mario and Peach are together again, zipping down the Rainbow Road and leaving you coughing up their dust. They have thoroughly practiced this circuit, and have even managed to powerslide around the speed strip spiral, as well as cutting the tricky corners.

Grand Prix Plans

On your second and third laps, the ramp just after the starting grid is a fantastic place to fire off a red shell. You can see into the distance, and there's a good deal of straight road ahead.

As the long road starts to bend right, your first quartet of Item Boxes appears. Bag an item as soon as you can. This course is treacherous!

Slide around the corners as if this were Time Trials, but always remember there can be obstacles around the turns. The lack of visibility means you may not see that banana until it's too late!

The second set of four Item Boxes is on the lower U-turn. You must be very careful and aim for the inner boxes. The outer ones are near a drop, easy to fall into if you skid out too wide or fast, or are knocked off.

As mentioned before, all the downhill stretches are exceptional for leaving items behind you. Fire shells when fences are available so the shells don't fall off the road. Leave bananas and reverse Item Boxes where there are no walls, so your foes skid off the road.

This area is the perfect spot for the heavier karters to throw their weight around, as King Boo demonstrates by sideswiping the Toads.

Once you're approaching the long speed strip spiral, you fly off the last ramp. Do you see the reverse Item Box on the ground? That's a perfect spot for an obstacle. There's little way to avoid it.

Just before the speed pad on the right side of the road, there are four Item Boxes. Grab them before you start that crazy turn!

When you're zipping around the scary spiral, make those behind you even more nervous with some precision item-placing, such as the bananas.

Once you're out of the spiral and traveling east, another four Item Boxes are useful for the winding road ahead. Snag one!

No walls help you, so this winding area is truly terrifying—especially with the more dangerous special attacks like Wario's Bomb and Bowser's Shell being spat out at you! Use this tactic if your special allows it.

Terrify an opponent by approaching behind them with a red shell. Watch out though—the descent is deceptive. You can fire a shell, then catch up and ram into it. Ouch!

Competitors also love to leave presents for you at the end of the winding road. There are better places, though, such as along the winding road.

Just before the elevator are four Item Boxes. Keep any items you get; a moment use them later.

Notice the Toads boosting away? You can't see the track immediately ahead, making that spot a great place to leave an obstacle. The increased speed means even more chance of a disastrous tumble!

Over the final ramp, you find your last collection of items as you approach the spiral. Grab an item here and fire a red or blue shell from this position to catch the leader.

The Toads are about to lose all their speeding privileges. This is the best place for backward-firing shells or other deposits.

Versus Play Hide and Seek

Here are two places you'd never think to stop for an ambush, but they're great—especially considering that your foe won't initially realize where you are. Halfway along the ramps leading to the speed pad spiral, stop and reverse to this ambush point. Fire away at your foe, knocking them off the track.

The other area is at the top of the elevator. Point your kart down with ↑ so you land short of the giant speed pad, then reverse and catch your foe as they land. You have ample time to fire at them before the finish.

Mirror Mode

When you unlock Mirror mode, you can replay 150cc Grand Prix and Versus modes of this course. All the tactics work for this new setup, but the maps are mirror images. Use the strategies for Rainbow Road, but substitute "left" for "right," and vice versa.

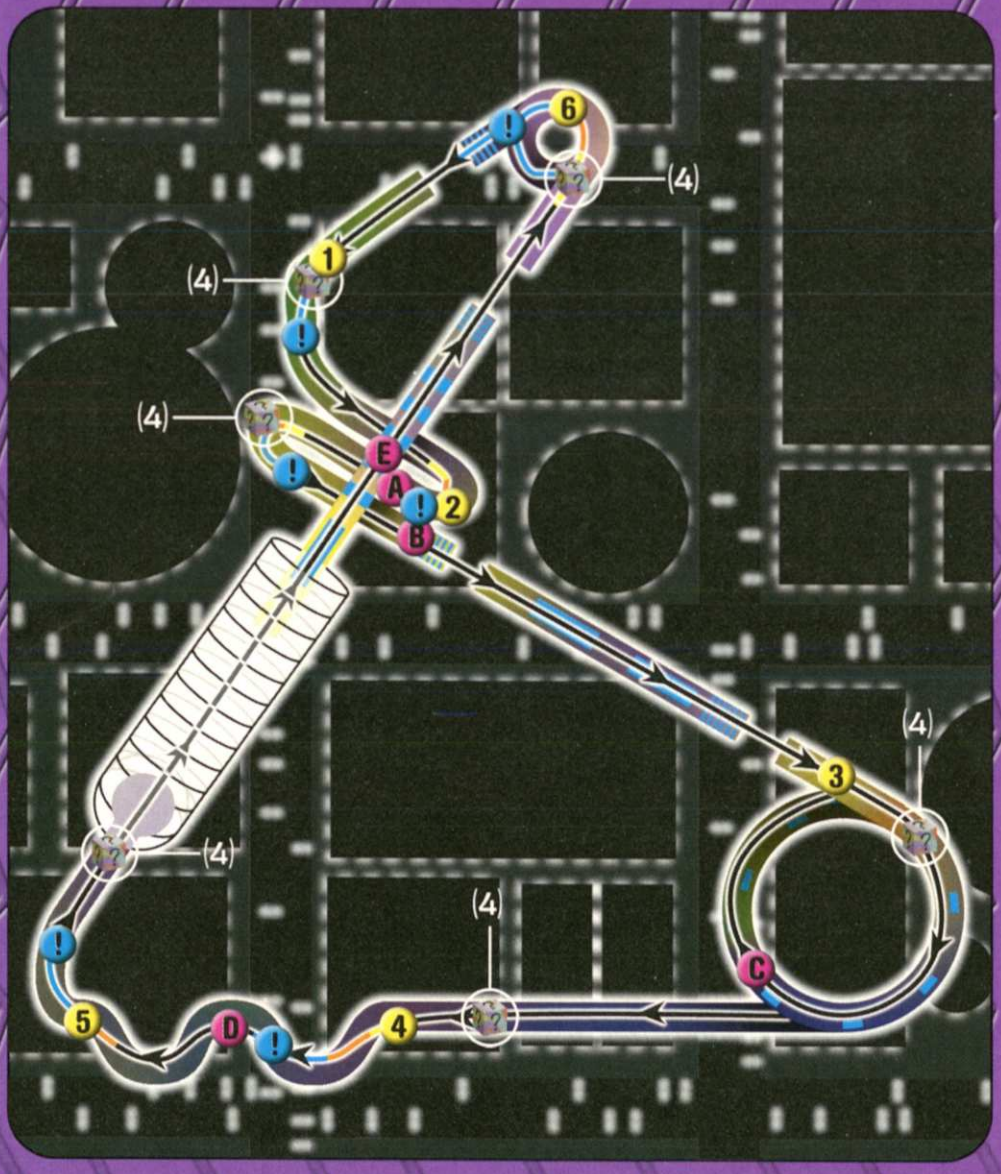
Completing the Flower Cup

You already know what time to beat to unlock the Staff Ghosts in Time Trials mode, and Versus mode yields no goodies. If you win the Gold Cup by racing a Special Cup Grand Prix (all four courses, one after another), you can accumulate a host of prizes. You get only a silver or bronze cup for finishing second or third, and nothing at all for placing fourth or lower.

SPECIAL CUP GOODIES

Cup Type	First Place Reward
50cc	Bullet Blaster
100cc	Toad & Toadette Combo, plus Toad Kart
150cc	All Cup Tour
Mirror	Boo Pipes

Mirror Map #16: Rainbow Road



Legend

- 1 Time Trial Waypoint
- A Grand Prix or Versus Waypoint
- Item Box
- Racing Line
- Powerslide Points
- ! Boost After Powerslide, or Turbo Start

ALL CUP

Once you complete the 150cc Special Cup, you're awarded with an all-new, all-difficult All Cup! This particular series of races includes the four courses in each of the Mushroom, Flower, Star, and Special Cups, one after another. That's 16 consecutive courses without a break!

The first course is always Luigi Circuit from the Mushroom Cup. The last course is always Rainbow Road from the Special Cup. The 14 tracks between these two appear randomly, so you never know what course you're about to play.

The most points you can accumulate in an All Cup tour is 160, but you can win without placing first in a few courses. You'll find that one competitor tends to place first or second, and it is that competitor you need to watch for. Get a good start (win the first five races) to ensure victory.

All Cup involves racing all the tracks from the previous tours, and information on completing them is shown earlier in this drivethrough. Refer to individual track strategy in this guide to learn how to emerge victorious in every race.

Mirror Mode

When you unlock Mirror mode, you can replay 150cc Grand Prix version of this course. All the tactics work for this new setup, but the maps are mirror images. Again, refer to the earlier drivethrough tracks for details on winning techniques. The All Cup Mirror mode is the last major hurdle to unlocking all the game secrets.

Completing the Flower Cup

The All Cup is slightly different from the tours preceding it. You have only a Grand Prix mode to finish (in 50cc, 100cc, 150cc, and Mirror modes). The version of All Cup you race decides if you receive a prize or not—only two unlockables are offered. You win only a silver or bronze cup for finishing second or third, and nothing at all for placing fourth or lower. The goodies are listed below:

ALL CUP GOODIES

Cup Type	First Place Reward
50cc	N/A
100cc	N/A
150cc	Mirror Mode
Mirror	Parade Kart

KART IN THE ACTION: BATTLE MODE!

Welcome to Battle mode! This section details all the fun, frolics, and crazy kart antics you can enjoy when you're weaving around an arena. We detail all three Battle mode competition types, plus four regular arenas and two secret ones. Time for a *Double Dash!!* bash!

What is Battle Mode?

Battle mode is different from the regular game in two important ways. First, you aren't in a race. There's no finish line, and you aren't trying to get ahead of your opponents on a course. Instead, you face your foes and engage them in combat in an enclosed arena—a large chamber filled with Item Boxes and scenery that you can hide behind. The exact combat depends on which of three Battle mode games you choose to play.

Second, you need between two and four players to compete in Battle mode. You cannot play on your own (although you might want to zoom around all the stages to familiarize yourself with them before inviting your pals to play). Each player gets a color, so remember which one you are, and which one represents your rival.

Here are the three Battle mode games to choose from:

Battle Mode #1: Balloon Battle

Each player gets three color-coordinated balloons. Your goal is to pop all the balloons on your opponents' karts while keeping your own balloons intact. The last player with balloons still attached is the winner.

You have a full range of items to accomplish this goal, so have at your opponents with vigor! You lose a balloon if you drive over an obstacle (like a banana), if a foe hits you with a projectile (or you hit yourself), or if an invincible rival hits you.

TIP

Win the Balloon Battle by keeping an eye out for all incoming objects and players, onscreen or on the map. If you're being chased, drop a shell. If three or four players are in a Balloon Battle, avoid combat, then mop up any survivors. You are at just as much risk chasing an enemy who may drop an item as you are being chased. Be careful where you throw those green shells!

Battle Mode #2: Shine Thief

A sparkling Shine is in the middle of the Battle arena. Zoom toward it, grab it, and keep it until the Shine timer (a countdown on the side of your screen) reaches zero. You lose the Shine if you're rammed, fall off the track, or are hit by an object. The Shine falls where you were struck. When an opponent picks it up, a new countdown starts.

If you lose a Shine and pick it up again, the countdown begins from where you lost the Shine, with about 5 seconds added. If you pick up a Shine dropped by another player, the countdown starts at about 5 to 10 seconds longer than the time of the last person to lose it. In two-player games, the initial time is 60 seconds; in three- and four-player games, it is 50 seconds.

TIP

Your ability to hold on to a Shine depends entirely on the course. Luigi's Mansion™ and Cookie Land are easier because there's more stuff to hide behind. You can recover from a ranged attack: Grab the Shine where you lost it and continue your domination. Flee, hide, brake hard and let others pass you, drift, and you may win!

Battle Mode #3: Bob-Omb Blast

In Bob-Omb Blast, all players descend into an arena in which regular Item Boxes have been replaced by Bob-Omb Boxes. Run into one, and a Bob-Omb is added to your inventory. Each character can carry up to five Bob-Ombs (for a maximum of ten), but you can use them only one at a time. The first person to defeat all others with Bob-Ombs is the winner.

You start with a series of three stars (four in three- and four-player games). Each time you launch a Bob-Omb and it connects with a rival, you fill a star. Your own Bob-Ombs don't harm you. Bob-Ombs can be thrown ahead of you or behind you, and can be thrown in a line in front or behind for maximum mayhem.

TIP

You must learn the blast radius of an exploding Bob-Omb, and cut corners so you can throw a Bob-Omb at a fleeing enemy and make sure it lands where the enemy is, not where it was. If you're being chased, leave a load of Bob-Ombs behind you. Don't collect too many Bob-Ombs at a time; three or four is fine for a fracas.

The Battle Mode Stages

The rest of this section shows off all six of the Battle mode arenas, or stages. Four stages are available to play from the beginning of the game. The last two are only available after you complete certain tasks in the main game.

Want to know how to access the hidden Battle mode arenas? Check the "Secrets" section at the back of the book, but shhh!...don't tell anybody!

NOTE

Any Battle arena can be chosen for any Battle mode game. Vary your venue and try all 18 mode/stage combinations!

Each Battle mode arena has its own map. The map shows all the Item Boxes in all three game modes, and the location of the Shine in Shine Thief mode.

After the map and overview, we highlight a few of the best areas and tactics specific to each stage. There are, however, four top tactics that are applicable to all games in Battle mode.

Tactic #1: Cut Corners

In arenas that offer a lot of space, don't mimic your rivals' moves. You won't catch up, and you can be hit by items they leave behind. Instead, cut corners. Move up and alongside a rival, don't follow his or her tail. You're soon in control of the situation.

Tactic #2: Fire Shells

Shells are a lot more dangerous in Battle mode than in regular races. Be aware, especially when releasing green shells, that they may bounce and strike. Fire green shells from a distance, and always drop shells behind you in more enclosed arenas. This creates major havoc for those chasing you!

Tactic #3: Wait and See

What's with all the top-speed shenanigans? Slow it down! In Battle mode, the brake (the B Button) can be used far more frequently than in other modes. Are you being chased? Is your opponent invincible? Don't be the hunted. Become the hunter by rounding a corner, stopping completely, letting your foes zoom by, then accelerating and chasing them!

Tactic #4: Circle-Strafe

This cunning tactic makes use of the professional driving skills you've learned. Drift and powerslide around the courses, varying the drift angle. You find you can circle opponents, fire shells, and awe them with your prowess!

Bonus Tactic! Special Attacks

Battle mode is crazier than regular racing in terms of Power ups to collect. All competitors receive a random special attack. You need to know how *all* the specials work to become a true master of this mode.

Legend

- SHINE SPRITE (SPRITE THIEF ONLY)
- ITEM BOX LOCATION (BALLOON BATTLE AND SPRITE THIEF)
- BOMB BOX LOCATION (BOB-OMB BLAST ONLY)
- LOCATION OF EITHER AN ITEM BOX (BALLOON BATTLE AND SPRITE THIEF, OR BOMB BOX (BOB-OMB BLAST).

Battle Mode Stage #1: Cookie Land

This stage is a classic cookie face—a gigantic arena sloping slightly down to the middle with three outer barriers and a middle area, none of which can be breached. Players do a lot of zooming around barriers and no zooming over them.

Cookie Land features walls you can look over, which means you can chase and look for enemies, but can't strike them until you're in the same stretch of corridor. Experts with shells know to stay near a junction, fire a shell up and into the adjacent corridor, and let it bounce down.

Commanding the junctions is the key to success on this stage. When you see a couple of Item Boxes, stick in a reverse Item Box and bide your time until there's a collision (hopefully not with your kart!). Plop a banana or other hard-to-avoid item at the gaps that lead to the middle of the stage from the outer areas.

Firing specials and homing shells is an important part of using the barriers on this stage. The chase is as important as fleeing the scene. Use the lower areas to cut off an opponent zooming around the outer ring. When they venture downward, fire a special or a red shell as they head through the junction. You can even face each other down and attempt a head-on crash.

TIP

Watch where you're driving! Motoring to the top of the stage–the outside track–is more dangerous than heading into the middle, because the upward slope makes it difficult to see incoming items. Point your kart across the slope, not up and down it, for more maneuverability and reaction time.

Battle Mode Stage #2: Nintendo GameCube™

The Nintendo GameCube™ is by far the simplest of the arenas. All the action takes place on everyone's favorite videogame console, the Nintendo GameCube™. Note Item Boxes in the middle and in three of the corners.

The action is much more frantic on this stage than in other levels, mainly because you can see everyone unless an Item Box blocks your view. Have a plan for dealing with roaming players, no matter what type of Battle mode game you're playing. You need to learn how to catch or waylay an enemy on this map.

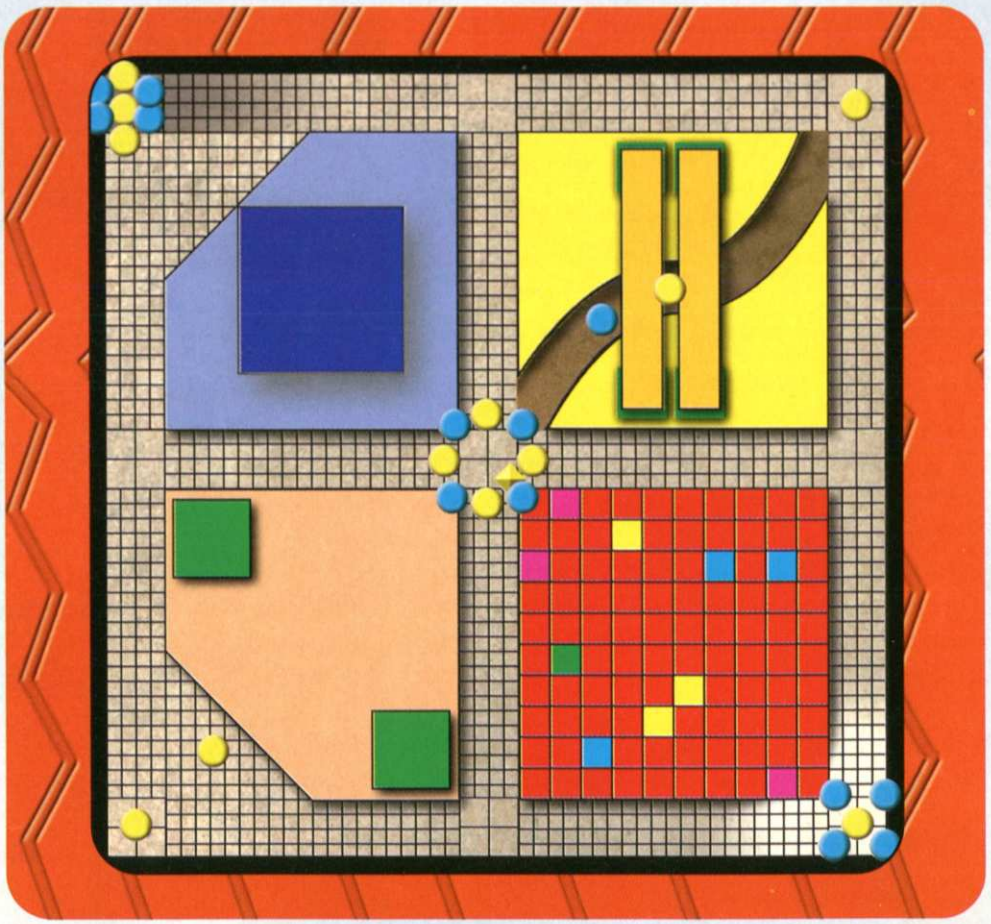
The sides of Nintendo GameCube™ stage are safe to patrol, because they're guarded by a fence. This means items such as green shells are even more devastating: Fire away, but only if you're far enough from the fences to avoid being hit by a ricochet. You can, however, check to see if an opponent is following you, and let a shell off behind you, to hit your foe.

Following your adversaries is great in this stage, as long as you don't follow them directly but cut corners as described earlier. If you're followed directly, you can drop shells or bananas. Or stop and skid around, let your foe pass, then chase him or her. Winning on this stage involves your driving skill as much as your weapon skill.

TIP

A short word on attacks: A small, open arena makes some attacks much more potent than usual, so tailor your firings to take advantage of a flat arena. Shells bounce longer. Red shells hit more easily. Hide reverse Item Boxes in the middle or in the Nintendo GameCube™ corner where there is no Item Box at the start. The possibilities are great!

Battle Mode Stage #3: Block City



Block City may be the most complex of the Battle mode stages, but it's easy to work your way around once you figure out that you must move around the sides of all but one of the four large block structures between the roads.

The only block area you can drive through is the yellow quarter of town with the two bridge blocks on top. This is a good way to zoom to the middle of town, which holds most of the Item Boxes. It's also a good place to hide, or to lay items or fire a shell from. The green and blue blocks each have a niche to hide behind.

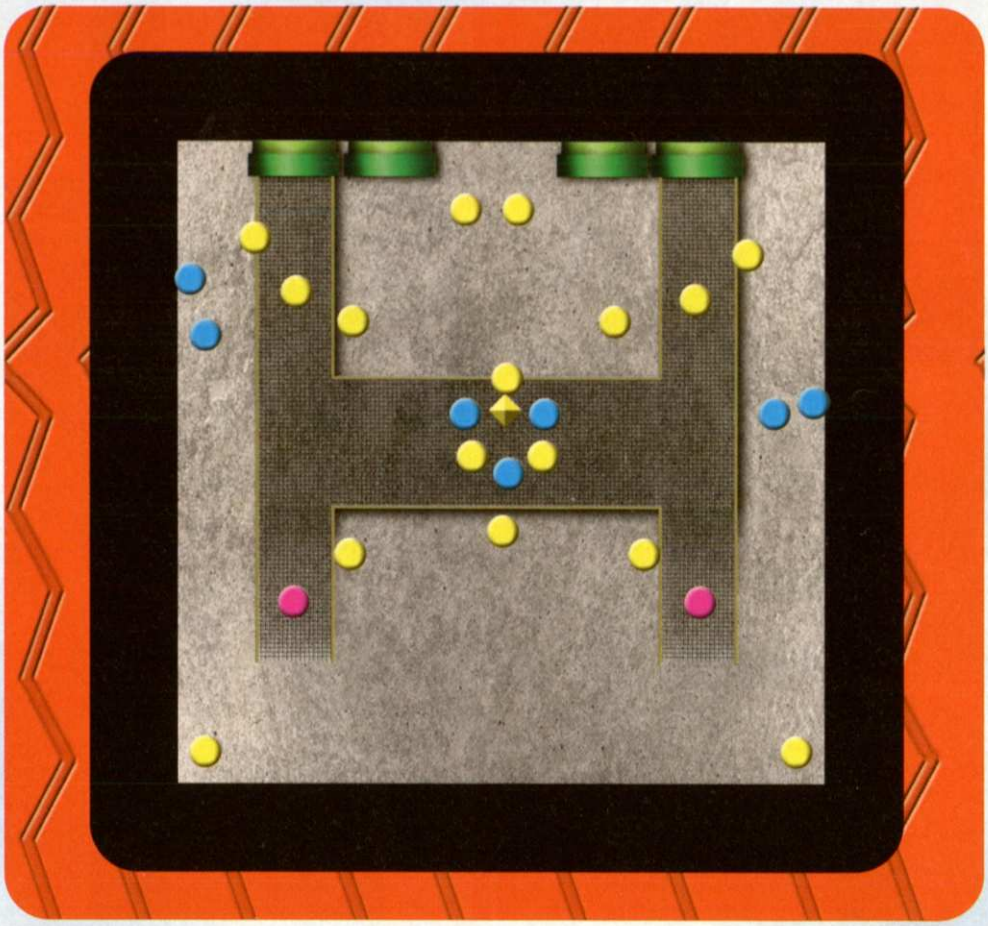
Watch out for the ramp heading down in the northeast part of town; it stops at a dead end. You can approach it from the west, drop down, corner, and continue, but if you head north along the eastern road edge, you have to turn around. Coax your opponents into this trap!

You can move clockwise around the entire edge of this stage, but not counter-clockwise. The red city block is an obstacle that cannot be accessed or driven into. The southwest corner near the red block has a raised area that is perfect for viewing the entire stage...and also being easily spotted!

TIP

To survive the mean streets of Block City, vary your playing style. Don't drive into the middle and grab goodies each time. Don't always skirt the edges, either. Vary your journey so you don't become predictable, easy to track, and hit. Skid behind the corners for cover, or use them to quickly U-turn, zoom back, and attack.

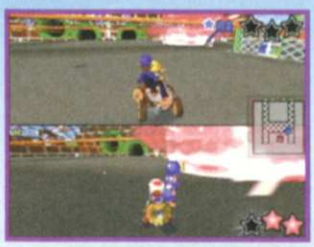
Battle Mode Stage #4: Pipe Plaza



Pipe Plaza is a fantastic place for fun and mayhem. It features a two-tiered fighting arena, one tier atop the other, and a series of four pipes in the north wall that teleport you to another pipe exit.

The north pipes work like this: Imagine them labeled 1, 2, 3, and 4 from west to east. Enter pipe 1 and you exit pipe 3. Enter pipe 2 and you exit pipe 4 (on the mesh). Enter pipe 3 and you exit pipe 1 (on the mesh). Enter pipe 4 and you exit pipe 2. Placing items at pipe exits is a good plan, but make sure they aren't right at the exit, because karters are propelled out.

The pipes are the quickest entrance to the upper mesh platform, but there are also two ramps. One is in the southeast, and the other is in the southwest. Guard these ramps heavily with obstacles, or wait at the top of the mesh platform, which has a good line of sight, and launch a barrage as your foe ascends.

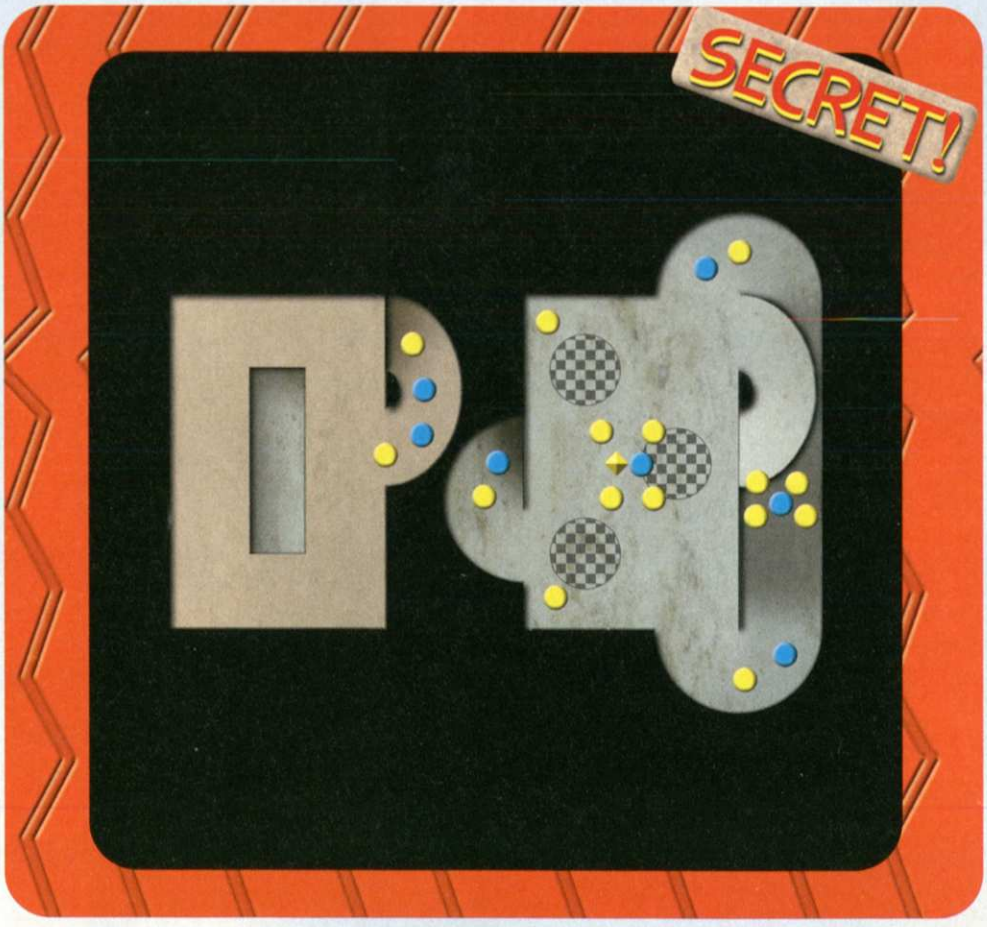


The coolest part of this stage is that items with a blast radius, such as bombs, can inflict damage on other levels (either the mesh or the ground). This adds another dimension to your tactics: Plant bombs on the ground under the mesh platform, or on the platform itself, so they explode when rivals pass under or over the device.

TIP

The player who controls the pipes controls the game. You don't have to use the pipes, but you can guard them. Sit atop the mesh near an outer pipe entrance and fire at enemies on the ground and those exiting the pipe. You're difficult to hit unless somebody throws a bomb or banana.

Battle Mode Stage #5: Luigi's Mansion™



Luigi's Mansion™ has been slightly redesigned since Mario's brother won it in a competition. It is three stories tall, and each floor interlocks with the one below via a curved path. Item Boxes are on all the floors.

The action always starts in the foyer. This square arena has four exits.

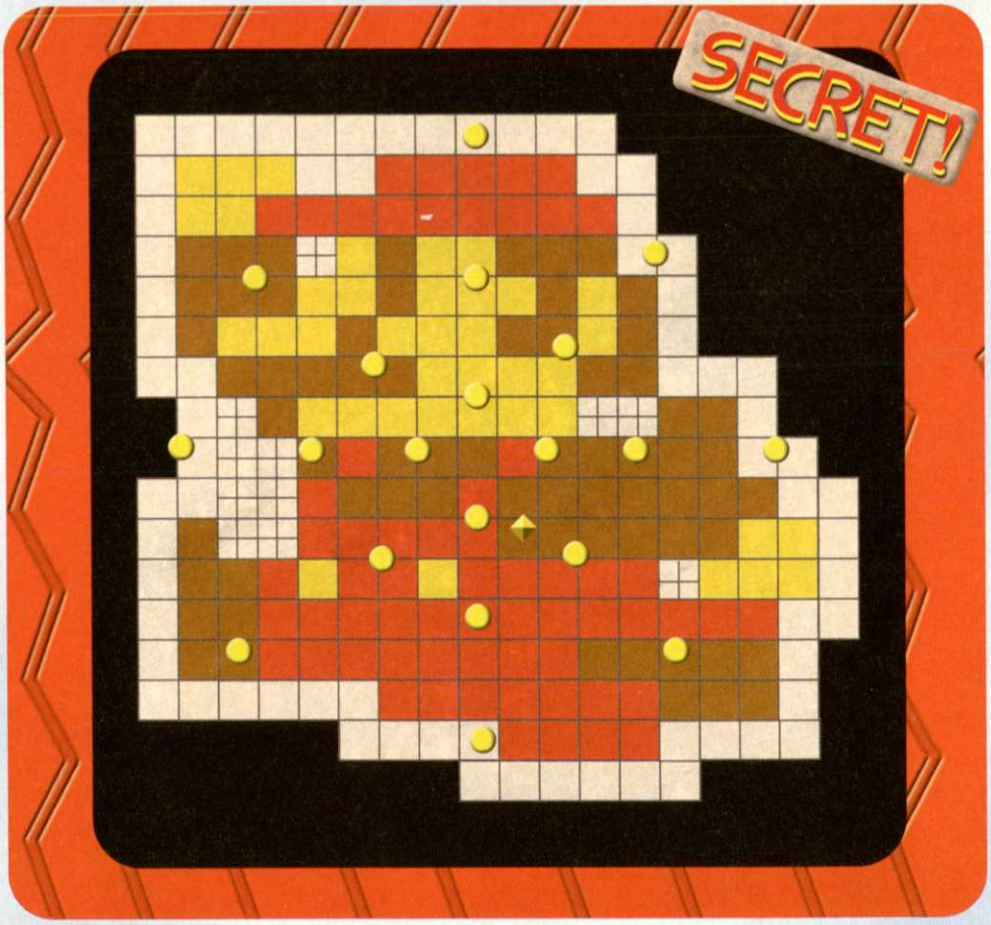
Let's go upward first. After the curve right and upward, you reach the roof—a square area with a hole in the middle. Drop down the hole, and you're back in the foyer. So there are two exits up here—one down the hole, the other back down the curved corridor.

In the foyer, all three curved corridors downward lead to a T-junction underneath the foyer, where battles can be fought. All the exits return to the foyer, so you can easily find your foe. Prepare a nasty surprise or two around the corners here, or drop in from the roof to take care of business!

TIP

The foyer has some high-class paintings—some of the ones Luigi collected during his mansion exploits! There's Bowser, King Boo, Chauncey the Baby, and even Madame Clairvoya! If you haven't played *Luigi's Mansion*, what are you waiting for? It's a great game!

Battle Mode Stage #6: Tilt-A-Kart



The Tilt-A-Kart stage is the craziest of all. It is a giant replica of Mario from his 8-bit Nintendo days, transformed into a huge stab of blocks. Check it out!

Above the slab are three sloping white blocks. These are used to return you to play if you fall off the edge of the arena. Is falling out of play a problem? You bet! On the tilting Mario are Item Boxes, the number of which depends on the game. When the action begins with a cool musical ditty, you find the ground isn't stable.

This stage is called Tilt-A-Kart because if all the players shift their weight to one side of the arena, the Mario structure tilts in that direction! This tilting continues, and the Item Boxes start to tumble off the side of the structure, until one of two things happens. The first possibility is that you counterbalance the Mario.

Do this by moving to the opposite side of the arena, away from the edge. This won't happen in a fight, obviously, so watch out! The tilting also stops if all the karters fall off Mario's side. They're dropped on the white blocks above the stage and the action begins again.

TIP

Use the tilting to your advantage by coaxing your foes to the tilting edge of play. As they charge in, wait until the slope becomes too steep, then boost, turbo, or accelerate out of there, leaving them flailing at the edge of the arena.

GAME SECRETS AND CHECKLISTS

Lakitu's Cheep Cheep Shot

The first game secret appears randomly before the game even begins. Your race starter (and fishing pro when you fall off a course) is attempting to hook various goodies. These appear randomly after the Nintendo logo, but before the title screen.

The first catch is the starting set of lights.

The second catch is a medium-sized Cheep Cheep.

The third is a monster-sized Cheep Cheep! Watch Lakitu struggle!

Title Screen Secret

When you launch your *MarioKart: Double Dash!!* game, you see a cool title screen featuring an eight-kart race full of excitement and fun.

When you complete the game, and have unlocked all the secrets shown in this section except the Staff Ghosts, you automatically unlock a new title screen showing a darker eight-kart race. Now you know you have everything!

This Is the End

You unlock a cool series of end credits as soon as you finish any of the Special Cups in Grand Prix mode. Well done!

Thank you for playing! So says Mario and his friends once you complete either of the All Cup Grand Prix races. Phew! That was hard work!

Track Taunts

You may not realize it in the heat of kart battle, but each passenger on a kart has a taunt. Activate it with X or Y Button when you're not carrying an item. This also activates the kart's horn. Here are the taunts:

Mario waves his right fist, beckoning you. Bring it on!

Luigi waves his right fist, coaxing you to overtake. Take him!

Peach blows a kiss to encourage you in the race. Cool!

Daisy blows a kiss to shatter your competitors' concentration. Whoa!

Yoshi swings his head round and sticks out that huge tongue.

Birdo swings her head round and waggles her snout. Cute!

Baby Mario waves you on two times. He's got to be kidding!

Baby Luigi waves you on twice. Teach that youngster some manners!

Toad turns and waves both arms at you. Ramming speed!

Toadette turns and waves her right arm at you. Knock her off course!

Koopa turns, stands on one leg, and flaps both arms.

Paratroopa turns, stands on one leg, and flaps both arms and wings.

Donkey Kong turns and pulls a poised muscle stance. He's going ape!

Diddy Kong turns and claps both hands above his head.

Bowser turns and roars, shaking his fist.

Bowser Jr. turns and shakes his right foot and arm at you.

Wario looks right and pats his bottom. Oooh!

Waluigi looks left, stands on his right leg, and poses.

Petey Piranha turns and waves both leafs at you!

King Boo disappears, then reappears facing you with his tongue out!

Completing your Karter Collection

The table below shows all the additional kart riders and how to unlock them.

Tick Box	Character	How Unlocked?
❑	Toad	Beat 100cc Special Cup (Grand Prix)
❑	Toadette	Beat 100cc Special Cup (Grand Prix)
❑	Petey Piranha	Beat Mirror Star Cup (Grand Prix)
❑	King Boo	Beat Mirror Star Cup (Grand Prix)

Completing your Kart Collection

Need to know how to unlock all of the extra karts? Check out this table, and tick off the karts you own.

Tick Box	Kart	How Unlocked?
❑	Green Fire	Beat 50cc Mushroom Cup (Grand Prix)
❑	Bloom Coach	Beat 50cc Flower Cup (Grand Prix)
❑	Para Wing	Beat 50cc Star Cup (Grand Prix)
❑	Bullet Blaster	Beat 50cc Special Cup (Grand Prix)
❑	Battle Buggy	Beat 100cc Mushroom Cup (Grand Prix)
❑	Waluigi Racer	Beat 100cc Flower Cup (Grand Prix)
❑	Toad Kart	Beat 100cc Special Cup (Grand Prix)
❑	Turbo Birdo	Beat 150cc Flower Cup (Grand Prix)

	Tick Box	Kart	How Unlocked?
	❑	Barrel Train	Beat 150cc Star Cup (Grand Prix)
	❑	Toadette Kart	Beat Mirror Mushroom Cup (Grand Prix)
	❑	Piranha Pipes	Beat Mirror Star Cup (Grand Prix)

	Tick Box	Kart	How Unlocked?
	❑	Boo Pipes	Beat Mirror Special Cup (Grand Prix)
	❑	Parade Kart	Beat Mirror All Cup (Grand Prix)

Completing your Cup and Course Collection

Are you missing a couple of Cups or Battle courses? You've come to the right table! Check out how to access the modes you haven't reached yet.

	Tick Box	Kart	How Unlocked?
	❑	Special Cup Tour	Beat 100cc Star Cup (Grand Prix)
	❑	Luigi's Mansion™ Battle Stage	Beat 150cc Mushroom Cup (Grand Prix)
	❑	All Cup Tour	Beat 150cc Special Cup (Grand Prix)

	Tick Box	Kart	How Unlocked?
	❑	Mirror Cup Tour	Beat 150cc All Cup (Grand Prix)
	❑	Tilt-A-Kart Battle Stage	Beat Mirror Flower Cup (Grand Prix)

A Staff Ghost of a Chance

Need to unlock the 16 different Time Trials Staff Ghosts? You have to beat the following times in Time Trials mode only. You can then race the Staff Ghosts, notorious racing superstars.

NOTE

You cannot save a Staff Ghost to your Memory Card, and any unlocked Staff Ghosts disappear when you reboot your game. Although you can beat the course time again to unlock Staff Ghosts again.

	Tick Box	Course	Staff Ghost	Time to Beat
	❑	Mushroom Cup: Luigi Circuit	Luigi/Mario/Mario's Kart	01:29:000
	❑	Mushroom Cup: Peach Beach	Peach/Daisy/Bloom Coach	01:18:000
	❑	Mushroom Cup: Baby Park	Baby Mario/Baby Luigi/ Mario's Pram	01:13:000
	❑	Mushroom Cup: Dry Dry Desert	Birdo/Yoshi/Turbo Yoshi	01:52:000

	Tick Box	Course	Staff Ghost	Time to Beat
	❑	Flower Cup: Mushroom Bridge	Koopa/Paratroopa/Koopa's Kart	01:31:000
	❑	Flower Cup: Mario Circuit	Mario/Luigi/Mario's Kart	01:42:000
	❑	Flower Cup: Daisy Cruiser	Daisy/Peach/Peach Coach	01:51:000
	❑	Flower Cup: Waluigi Stadium	Waluigi/Wario/Wario's Jalopy	02:00:000
	❑	Star Cup: Sherbert Land	Baby Luigi/Baby Mario/ Mario's Pram	01:26:000

	Tick Box	Course	Staff Ghost	Time to Beat
	❑	Star Cup: Mushroom City	Paratroopa/Koopa/Para Wing	01:51:000
	❑	Star Cup: Yoshi Circuit	Yoshi/Birdo/Turbo Yoshi	02:02:000
	❑	Star Cup: DK Mountain	Donkey Kong/Diddy Kong/ DK's Kart	02:10:000
	❑	Special Cup: Wario Coliseum	Wario/Waluigi/Wario's Jalopy	02:23:000
	❑	Special Cup: Dino Dino Jungle	Diddy Kong/Donkey Kong/ DK's Kart	02:03:000

	Tick Box	Course	Staff Ghost	Time to Beat
	❑	Special Cup: Bowser's Castle	Bowser/Bowser Jr./ Bowser's Kart	02:46:000
	❑	Special Cup: Rainbow Road	Mario/Peach/Mario's Kart	03:19:000

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